
Subject: Re: 300

Posted by [saberhawk](#) on Thu, 11 Jun 2009 06:55:00 GMT

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TruYuri wrote on Thu, 11 June 2009 02:22Poskov wrote on Thu, 11 June 2009 01:06Renegade has a pathetic decal limit of 50

it needs to be at least 300,
plus they shouldn't just disappear, they should fade away.

It's currently hardcoded as a signed char (or whatever) that limits it from anywhere from -127 to 127 decals (or something like that). Dunno if TT can find a way around that, would certainly be cool if they could.

-128 to 127 actually, but close enough
