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Subject: Re: fading bullets

Posted by [saberhawk](#) on Sat, 24 Apr 2010 22:27:03 GMT

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snpr1101 wrote on Sat, 24 April 2010 03:56Goztow wrote on Sat, 24 April 2010 02:53Or you could make them explode if they hit max range!

Massive FPS drops inc!

Over a few polygons? Nah.

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