Posted by Genocide on Sat, 13 Mar 2004 18:10:37 GMT

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Ive been trying to figure this out for a while now and have been unsuccessful, one reason is I think that its hard-coded into the engine itself and that we would need source code to change its variable.

There could be a possibility that it is a text file or a W3D file located in always.dat but I have yet failed to find such a file, good luck.