
Subject: Smallhead

Posted by [Chronojam](#) on Tue, 15 Mar 2005 00:59:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is an odd request but... I want something that'll make heads 20% smaller. More challenging. I'm not sure how Renguard would feel about such a change though ...

Subject: Re: Smallhead

Posted by [ghostSWT](#) on Tue, 15 Mar 2005 01:20:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renguard wouldn't like it one bit. It would bitch and complain about it and kick you off.

Subject: Smallhead

Posted by [spreegem](#) on Tue, 15 Mar 2005 01:26:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not if you get it approved by BHS.

Subject: Smallhead

Posted by [Oblivion165](#) on Tue, 15 Mar 2005 01:27:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

That is bullshit anyway. You can make them bigger after they are approved and the names would stay the same. Should even be the same file size.

Subject: Smallhead

Posted by [IRON FART](#) on Tue, 15 Mar 2005 02:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

There aren't any exceptions to the blocking of *.w3d files.

Subject: Smallhead

Posted by [icedog90](#) on Tue, 15 Mar 2005 04:03:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion wtf is with your avatars...

Subject: Smallhead

Posted by [Oblivion165](#) on Tue, 15 Mar 2005 04:22:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

icedog90Oblivion wtf is with your avatars...

Lmao, well its using a rotation script, so everytime you reload a page it picks a new image. I spent like 2 hours putting all the images together to use the script as my avatar, but the forums wouldnt accept the .php extention, so i put it in my signature.
