
Subject: Increasing the Decal Limit -- Is It Possible?
Posted by [Dr. Lithius](#) on Fri, 29 Apr 2005 15:10:34 GMT
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Yo.

Let us be brief in our persuing of dis here question's ans'ah. What I wanna know is. . .is there a way to increase(yes increase) the decal(bullets, scorch marks, etc.) limit in Renegade? Any way at all? I've searched the forums for an answer, but all I've found is talk of "Decal Stay Mods" that don't exist. I just wanna increase my local decal limit by a margin. Just enough to write my name on the wall! *grins* So. . .any help would be appreciated.

Subject: Increasing the Decal Limit -- Is It Possible?
Posted by [Nightma12](#) on Fri, 29 Apr 2005 17:35:41 GMT
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i want that to be unlimited

Subject: Increasing the Decal Limit -- Is It Possible?
Posted by [danpaul88](#) on Fri, 29 Apr 2005 21:39:08 GMT
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unlimited decal limit would cause all sorts of problems for low end computers in a large game....even high end computers would struggle after a while.....fps would drop like a rock.

Although it would be nice to increase it a bit, client side only if its possible, so you could customise it to what your comp can handle....

Subject: Increasing the Decal Limit -- Is It Possible?
Posted by [theplague](#) on Sat, 30 Apr 2005 03:38:02 GMT
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danpaul88unlimited decal limit would cause all sorts of problems for low end computers in a large game....even high end computers would struggle after a while.....fps would drop like a rock.

Although it would be nice to increase it a bit, client side only if its possible, so you could customise it to what your comp can handle....

^^ -_- lame post... ^^ (his asking if it could be done, not what will happen...)

anyways if you can't find it in the config , then you can't do it easily. i think it's at 50 default (half a clip of mini gun to the ground...)

won't effect to much if you got like a gig of ram, but if you do find it, i recomment 300 max (512 or

1gig ddr...lol)

renegades a good game, but just not efficient (bot in computer resorces and bandwidth)
