Subject: Bullet holes
Posted by Viking on Sun, 04 Feb 2007 06:16:42 GMT
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Is there a way to increase the amount of bullet holes that there can be? Not server side but for me? Server side would be cool tho lol. Also it is probably in the exe...

Subject: Re: Bullet holes
Posted by Gen_Blacky on Sun, 04 Feb 2007 07:42:43 GMT
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its not in exe but i dont know if u can change amount try looking through level edit

Subject: Re: Bullet holes
Posted by Canadacdn on Sun, 04 Feb 2007 07:49:51 GMT
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You can't, it's hard-coded into the game and impossible to change.

Subject: Re: Bullet holes
Posted by Viking on Sun, 04 Feb 2007 08:10:12 GMT
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thats lame

Subject: Re: Bullet holes
Posted by Jerad2142 on Sun, 04 Feb 2007 08:27:09 GMT
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No its not, bullet hole amounts will change depending on graphics setting levels, so there must be some way to change it.

Subject: Re: Bullet holes
Posted by R315r4z0r on Sun, 04 Feb 2007 18:15:19 GMT
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Dead bodies should stay on the battlefield longer too!

XD

Subject: Re: Bullet holes
Posted by Canadacdn on Sun, 04 Feb 2007 18:26:22 GMT
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Yeah, I guess WW wanted them to disappear faster, because when the game was released, lots of people would be dying constantly in AOW, and I guess they wanted to avoid lag from having corpses all over the place.

Subject: Re: Bullet holes
Posted by SeargentSarg on Sun, 04 Feb 2007 18:30:01 GMT
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And don't forget. Back then (right around when renegade came out) hardware wasn't go good. Renegade took everything out of a normal pc.

Subject: Re: Bullet holes
Posted by Veyrdite on Sat, 17 Feb 2007 05:49:08 GMT
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Quote:And don't forget. Back then (right around when renegade came out) hardware wasn't go good. Renegade took everything out of a normal pc.
still does 20fps average for me

stacking corpses!
bulletholed corpses!
edible corpses!
purple ones too

that should list all the avaliable corpses for ren

Subject: Re: Bullet holes
Posted by Viking on Sat, 17 Feb 2007 05:50:07 GMT
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Is this topic not months old?

Subject: Re: Bullet holes
Posted by rm5248 on Sat, 17 Feb 2007 14:35:56 GMT
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Viking wrote on Fri, 16 February 2007 23:50Is this topic not months old?

It's 13 days old.

Subject: Re: Bullet holes
Posted by Jerad2142 on Sat, 17 Feb 2007 17:09:37 GMT
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dthdealer wrote on Fri, 16 February 2007 22:49stacking corpses!

This happens in Renhalo, and then the infection forms come along and all of a sudden you have hundreds of flood chasing you.