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Subject: Re: Falling damage

Posted by [StealthEye](#) on Mon, 02 Feb 2009 15:42:01 GMT

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I wouldn't try falling for 5 seconds... Without aerodynamic drag you'll have a speed of 180 km/h when you hit the ground...

But no, it's all intended and not bugged so we won't touch it. If you want it changed you should make a mod or modded map or something.

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