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Subject: Re: Falling damage

Posted by [Wiener](#) on Tue, 03 Feb 2009 21:17:05 GMT

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Well, Seye sais it was coded like that on purpose. He thinks it looks like a quick solution to make char die from falling from a certain height or something like that. Its obviously wrong but maybe due to the forced rushed release of ren, westwood coders were "encouraged" to find quick solutions to finish the game

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