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Subject: Re: Falling damage

Posted by [RTsa](#) on Tue, 03 Feb 2009 21:27:43 GMT

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It would take like 30secs to change it. Not any quicker to do it like that.

As for the falling damage..IMO, it's fine the way it is. If it was changed, you could (for example) wallhop the canyon windows very easily with advanced chars, so it does definitely change gameplay.

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