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Subject: Re: Falling damage

Posted by [Canadacdn](#) on Thu, 26 Feb 2009 23:53:27 GMT

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What I'd love to see done is the ability to have seperate walk speeds for every character. As it is right now, walk speed for every soldier in your mod/map is controlled by changing the 'general' settings in LevelEdit, and the soldier's walk speed is only determined by slowing down their running speed with whatever number you use in 'general'. That's retarded.

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