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Subject: Renebug Alert!

Posted by [=HT=T-Bird](#) on Wed, 27 Feb 2008 12:50:08 GMT

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Well, splash damage seems to do damage to players who have been assigned the Blamo shield type! Can someone tell me what is going on/how to stop it?

Also, on a tenuously related note: how do you turn off footstep effects for a particular player?

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Subject: Re: Renebug Alert!

Posted by [Yrr](#) on Wed, 27 Feb 2008 16:12:47 GMT

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blamo shield = no damage against shield, NOT no damage against health

on the footsteps: that's clientside

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Subject: Re: Renebug Alert!

Posted by [GEORGE ZIMMER](#) on Wed, 27 Feb 2008 16:33:21 GMT

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+1 much, scrin?

Also, yeah, blamo shield only works for shield, I think. I know that explosions tend to have different collision effects than normal projectiles, because if your character has collision disabled, they're still able to be harmed by explosions.

Might be a similar story with blamo shield.

On another note, I know that Westwood planned to make it possible to make ones footsteps silent via a powerup, aswell as other various powerups. Sadly it was never put in .

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Subject: Re: Renebug Alert!

Posted by [The Executor](#) on Wed, 27 Feb 2008 16:38:11 GMT

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Cabal8616 wrote on Wed, 27 February 2008 10:33: Sadly it was never put in .

Yes there is a lot of thing that are like that.....actually there is about 100 MB in the always.dat of old, unused, or weird files that arent actually used in the game. Like extra/alternate characters, vechicles, scripts, conversations, and buildings.

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Subject: Re: Renebug Alert!

Posted by [=HT=T-Bird](#) on Wed, 27 Feb 2008 23:13:53 GMT

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Yrr wrote on Wed, 27 February 2008 10:12blamo shield = no damage against shield, NOT no damage against health

on the footsteps: that's clientside

Thanks for the tips Yrr. I'll work that in/inform the rest of BI

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