
Subject: m_VirtualChannel

Posted by [Poskov](#) on Sun, 20 Apr 2008 20:58:22 GMT

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what is m_VirtualChannel, and how can you use it to increase/improve Renegade's sound limit?

Subject: Re: m_VirtualChannel

Posted by [The Executor](#) on Mon, 21 Apr 2008 12:39:19 GMT

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^^ This question has already been answered, try finding the answers on your own. It does not work, you set it to 1 because it makes a more virtual. Don't change it...
