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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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