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Subject: serious issue please read!!!

Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:23:00 GMT

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Does your map contain VIS secotrs and have the vis data built? also have you built the dynamic culling system in Leveledit?I tested the map in single player LAN and my fps went from 60 to 4 in some areas the frame rate was all over the place where as on most maps including custom maps my fps is 60. My fps rarly drops to 30 like it did on that map when moving around in a vehicle.Geforce 4 ti 4600AMD Athlon XP 2000+256 MB PC2100 DDR SDRAM [ February 23, 2003, 10:34: Message edited by: General Havoc ]

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