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Subject: Did CP1 improve gameplay?

Posted by [Alkaline](#) on Fri, 11 Feb 2005 01:47:06 GMT

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MutationRedux is a map notorious for the "progressive" fps slow down. It starts at over 120, and by the end of the map I'm at about 15.

Note, in the end of the map, there are only infantry buildings left, not tanks, you would think the fps would be high but it isn't. This map just keeps getting lower and lower, even if you go and stare at a tree in LAN mode with just 1 player, you will notice the fps slowly keeps dropping

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