Subject: Well, here's CaptKurt1's "Glacier AI" map - RIPOFF
Posted by Crimson on Thu, 17 Apr 2003 01:34:35 GMT
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FYI, this map is supposed to be LESS FPS than Glacier_Flying, and yet it's a full 20 FPS less than ACK's map.

For my test, I ran both maps in non-dedicated 1 player game. You can see that I tabbed out the list so you could see I'm the only one. Plus, the outgoing is 0kbps. I drove a normal minigunner in an APC to the same spot on each map and stood still for a few seconds to allow the FPS to stabilize. Here are the results:

Aircraftkiller's version of the map was a steady 70 FPS in these conditions.
http://www.n00bstories.com/image.view.php?id=1048014935

CaptKurt's version of the map was 50 FPS, which is 14% more laggy.
http://www.n00bstories.com/image.view.php?id=2067941430

And before you say I have a shitty system, here are my stats:
* AMD Athlon XP 2400+ (which is 2 gHz)
* 1024 MB PC2700 DDR RAM
* GF4 Ti4800SE (best GF4 available at the moment to the best of my knowledge)
* 40GB WD Hard drive 7200 RPM

Most of my shit is top-of-the-line.

So what does this prove? The BASIC PREMISE the CaptKurt claimed is that his version was HIGHER FPS than ACK's map.