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Subject: Re: The KOSs2 knows its shit

Posted by [PackHunter](#) on Sun, 16 Jul 2006 19:36:21 GMT

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I still think it's the cpu. AMD XP 2000+ I read somewhere? Not really state of the art, but should be able to pull out 60 frames per second on a 20 players server I think, although you don't got much to spare.

How about stuff running in the background? Also tanks ingame are heavy on your CPU, at least for the server. You can see that when looking at a sniper server and AOW server. It might be the same for clients, which would explain the difference from time to time.

Quote:Flat panel = office hardware /piece of furniture /TV screen for Disney. A true gamer would only use CRT, right?

I personally use the SyncMaster 930BF with response times of 2 ms, which is designed especially for hardcore gamers. Any LCD screen with response times of under 10 ms will do just fine though.

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