
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 17:44:43 GMT

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Edit button goes away too fast

Ok, I fixed most of the bugs you listed. I am now looking into a fix for the emitters lagging in big games (IF and only if the map is played on servers..)

How is this:

I make 2 different emitters. One permanent, and another one that only releases 2000 particals. I did the math, 2000 particals takes about 10-15 min to be released.

Once those particals are released, the emitter will stop functioning. I am going to replace about 5 or 6 emitters with the 2000 partical emitters. This should hopefully reduce any lag after 10-15 mins of play. Because after that, battles should be getting pretty heavy, and a better frame rate would be needed.

^^^ Is that a good idea?
