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Subject: FPS lag related to ROF

Posted by [GEORGE ZIMMER](#) on Tue, 13 Oct 2009 22:16:43 GMT

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Ok, so recently, I tried to make a mod with a weapon that had an extremely high rate of fire. It would basically deplete all of your ammo in one shot (well, with the secondary fire anyway), so the more ammo you had, the more damage this shot would do. The problem was, it would freeze for a split second. Normally I'd understand this, but considering that spray-fire weapons don't really lag, I'm wondering if this could be possibly fixed. It could also help increase performance if there's some kind of engine bug where higher ROF weapons generally lag more.

Naturally, I understand that this would not be on the top of your priorities, but it's one more thing you guys could possibly look into.

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