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Subject: Re: How are building bars, cheats?

Posted by [Jerad2142](#) on Fri, 02 Sep 2011 15:17:37 GMT

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saberhawk wrote on Wed, 01 June 2011 09:57 EvilWhiteDragon wrote on Wed, 01 June 2011 11:53

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.

Emitters start malfunctioning at 30+ FPS.

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