Subject: Re: fps drop
Posted by StealthEye on Tue, 10 Jul 2012 09:53:51 GMT

That sounds to me like what happens when you would otherwise have had blue hell. If either client or server are running 4.0, but not both, then the pre-4.0 one can get blue hell which causes this on the client. Assuming that that is indeed the cause, then this can't be fixed without using 4.0 on both server and client.