
Subject: Glacier_Flying

Posted by [gibberish](#) on Tue, 02 Mar 2004 04:03:45 GMT

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I have a old machine which I use to run the FDS: 256Mb, 800 Mhz Athlon
All maps except Glacier_Flying are fine with 14 people up.

But Glacier_Flying chops - the game just stops for 1/4 second then continues for a couple of seconds then chops again.

Anyone else seen this?

What spec machine do you need to run a Win32 FDS with 14 players on Glacier Flying?

Thanks,
Gib
