Subject: C&C Commando Development Screenshots
Posted by [REHT]Spirit on Tue, 30 Mar 2004 23:44:36 GMT
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AircraftkillerThat can cause FPS issues, since the "modified scorch marks" are shot out like a shotgun.

Flame Tanks cause FPS problems because of that, it eats up CPU usage.

Eh...? Only time i have problems with flame tanks is when 8 are all shooting out at once, but that's because of the all the flames coming out and not the flame tank itself, isn't it? Scorch marks shouldn't cause FPS issues considering they're just a textured quad, right? And the max isn't all that much. Bullets leave marks just like scorches and the game doesn't have big problems when you have a 8 people shooting in the same area.