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Subject: C&C Commando Development Screenshots  
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 00:17:41 GMT  
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You're not getting my point.

The CPU has to calculate the shotgun projectile of the Flame Tanks. They fire two of them, alternating between barrels very quickly, along with the distance of the projectiles and where they'll hit.

This causes FPS problems.

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