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Subject: C&C Commando : Nod Turret

Posted by [htmlgod](#) on Sun, 09 May 2004 22:22:10 GMT

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Well if you honestly expect your FPS to go below 4, then you have a problem. But just because you can't get your computer to go below 4 doesn't mean that a faster computer would not go below 10 or 14 or something. Polygon count does matter, ask anyone. Besides, the effect of CPU usage is not as noticeable in 1 player LAN, which is probably how you performed your "test."

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