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Subject: C&C Commando : Nod Turret

Posted by [Nodbugger](#) on Sun, 09 May 2004 22:28:12 GMT

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htmlgodWell 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."

I tested it on 4 computers.

2 Extremely low end. 2 extremely high end. None of them found a change in any mode. You can ask doitle. I send him the link to this thread.

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