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Subject: UNServ Mod Maps (updated)

Posted by [maj.boredom](#) on Tue, 25 Mar 2003 13:28:25 GMT

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AircraftkillerThen you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

portions of players have FPS issues with these maps. You can blame what ever you want, but it a simple equation:

ComputerX + conectionY + ServerZ + Map1 = no issues

ComputerX + conectionY + ServerZ + Map2 = no issues

ComputerX + conectionY + ServerZ + Map3 = no issues

ComputerX + conectionY + ServerZ + Map4 = no issues

ComputerX + conectionY + ServerZ + Map5 = no issues

ComputerX + conectionY + ServerZ + Glaciers = FPS issues

better show of skill to make a map of the masses and not the top %25 of the users? I know in web design, the standard is (or recently was) 800 x 600 resolution. Anything bigger wouldn't fit on

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