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Subject: UNServ Mod Maps (updated)

Posted by [Hellweed](#) on Wed, 26 Mar 2003 06:14:21 GMT

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BlazerGlacier is a large map, and has more detail and lighting effects than most maps. This could cause some slowdown if your PC or the server is bare minimum requirements.

I for one gladly trade a small performance hit for the extra detail and effects

So you see, its not because Glacier is so "bad" that it slows you down, its because its better. Ok, I can accept that. The map has more bells and whistles than most, which in turn causes some FPS issues in lower to mid level computers because it pushes the minimum requirement up. Makes more sense than the other explanation.

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