
Subject: Yet another flame war (from CTFCY map thread)
Posted by [Xtrm2Matt](#) on Wed, 26 Mar 2003 17:13:16 GMT
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Raven8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

LOL?? Look at my PC Specs in my sig. Notice the Gfx card? Now explain why i get 20-25fps on Glacier with 32 people..

My normal FPS on renegade is 40-50FPs...
