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Subject: Yet another flame war (from CTFCY map thread)

Posted by [Crimson](#) on Wed, 26 Mar 2003 17:42:44 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.

I get maxed-out FPS in ANY map with 8 players or less, and it drops proportionally the more players there are. Glacier is no different for me than any other map. And that goes for all 3 PC's in my house that we play Renegade on.

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