
Subject: The Amazingly Fast W3D Engine
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 22:31:58 GMT
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It's W3D, not the "Combat Engine" you fool...

If we all pushed the engine to its limits, we'd be having people with 5 FPS all the time. Remember that it's okay for SP missions, but once you get into a MP environment, that shit won't cut it.
