Subject: Yet another flame war (from CTFCY map thread)
Posted by Demolition man on Wed, 26 Mar 2003 19:04:34 GMT
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CrimsonRaven8 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.Ofcours you don't notice the lag on glacier then because you are limited by a bug at 85 FPS. Normal you could have more so when you play glacier it drops but you don't notice it because the dropping was above the 85 line.

For me glacier runned like shit so i played it less then 10 times.