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Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [flyingfox](#) on Tue, 29 Jun 2004 22:13:32 GMT

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I don't know if the emitters are the problem with it taking your FPS to hell but there was a topic sometime back where people started talking about reducing something to do with it which took away the FPS problems it creates when many are used. How do you do this and do you need any additional software to?

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