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

Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 09:08:57 GMT

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You're full of crap, I did this test well over a year ago and neither I or msgtpain noticed any difference in the game. Flame Tanks and Flamethrowers still caused a huge FPS drop when used en-masse. The emitter has very little to do with it since the CPU is getting bogged down by the preset ammunition database calculations.

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