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

Posted by [flyingfox](#) on Wed, 30 Jun 2004 13:38:54 GMT

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Bah. If I learn out how to modify that objects file, is it possible to get an approved objects.ddb on renguard? Although the file would have to be used after logging on to WOL, seems a bit of work to do every time you want to play. From my understanding too this would change the game for you only and you'd end up doing more/less damage to people depending on how you modified it??

By the way, maybe some computers notice a difference in FPS with less emitter, you can't rely on just 2 computers to determine that.

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