
Subject: Progressive FPS slowdown on MutationRedux, quit & rejoin

Posted by [Alkaline](#) on Sat, 02 Oct 2004 14:11:26 GMT

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This map is very strange, I start playing it 36/40 players and the fps is well in the 60's, THEN as time goes on, my fps drops to about 40, then to 20, then in the 15s! I know what your thinking, well duh as more people buy tanks and the game goes on fps usually drop.... But

This happens even when I staired down at the floor in the map. My fps never INCREASES back, it just keeps dropping lower and lower, when when both strip and weaps are gone and thier are like 22/40 players, I'm getting like 10 fps!

HOWEVER, if I quit the game and rejoin, I get 60 fps again, and the players can go up to 40/40 my fps won't take a hit.

Has anyone else noticed this problem?

Subject: Progressive FPS slowdown on MutationRedux, quit & rejoin

Posted by [Naamloos](#) on Sat, 02 Oct 2004 17:59:15 GMT

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When i was playing this map i never had this, but then again, i never played it online, just LAN to test it.
