Subject: Did CP1 improve gameplay?
Posted by IRON FART on Sat, 29 Jan 2005 01:27:57 GMT
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FPS wise? I just got out of a game and - for the first time - I noticed the rain and fog on Field. Which is a nice touch. But my FPS seemed faster than what it usually would have been.

EDIT: played another game. Held on to an average of about 32-35 FPS which is really very good for my PC. Usually I get 5-15.

Subject: Did CP1 improve gameplay?
Posted by csskiller on Sat, 29 Jan 2005 05:25:31 GMT
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are you sure the rain isn't from ssaow? b/c I've noticed rain / fog before cp1.

As for fps wise I'm not too sure.

Subject: Did CP1 improve gameplay?
Posted by Majiin Vegeta on Sat, 29 Jan 2005 06:22:46 GMT
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i noticed fog after CP1 install

the rain and stuff ruins the game.. its annoying >_<

Subject: Did CP1 improve gameplay?
Posted by Renx on Sat, 29 Jan 2005 18:52:25 GMT
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I concur.

Subject: Did CP1 improve gameplay?
Posted by IRON FART on Sat, 29 Jan 2005 18:58:16 GMT
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I don't mind the rain of fog but I thought those would have worsened my FPS.

I'll play more today and see whats up with it.

Subject: Did CP1 improve gameplay?
Posted by Crimson on Mon, 31 Jan 2005 01:57:06 GMT
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I turned off the weather on my server.

Subject: Did CP1 improve gameplay?
Posted by Jecht on Mon, 31 Jan 2005 03:46:26 GMT
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yea, weather is really annoying, especially when your in a sniping or CTF server. Lag City Bigtime.

Subject: Did CP1 improve gameplay?
Posted by IRON FART on Mon, 31 Jan 2005 05:25:37 GMT
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Actually I like it. Nice touch of realism.

Subject: Did CP1 improve gameplay?
Posted by [lwd]WarZman on Thu, 03 Feb 2005 14:32:21 GMT
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I like the rain my FPS stays above the 80 and it play nice only its so colden in an apc with rain can you put a airco in tha apc ???

Subject: Did CP1 improve gameplay?
Posted by Creed3020 on Thu, 03 Feb 2005 17:48:47 GMT
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Weather, vehicle animations, all those featues of SSAOW will decrease performance for players on your server.

They may look like nice eye candy but really it is just not worth it.

Subject: Did CP1 improve gameplay?
Posted by Blazer on Thu, 03 Feb 2005 21:13:03 GMT
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It depends on if they have a slow CPU or GPU. I get 85FPS always and my resolution is ad 1280x1024

Subject: Did CP1 improve gameplay?
Posted by warranto on Fri, 04 Feb 2005 00:13:44 GMT
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And then there is me...

800x600 with all graphic bas truned dow:, 30 fps first game, 20 second game, 10 third game (if I'm lucky), and 1 fps every subsequent level after that

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Subject: Did CP1 improve gameplay?
Posted by Blazer on Fri, 04 Feb 2005 02:45:59 GMT
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Very strange...I've never heard of someones FPS steadily decreasing as the game goes on

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Subject: Did CP1 improve gameplay?
Posted by IRON FART on Fri, 04 Feb 2005 03:51:47 GMT
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Memory leak maybe?

BTW, My fps was good for a short while, but its back to shite again.

Subject: Did CP1 improve gameplay?
Posted by [lwd]WarZman on Fri, 04 Feb 2005 16:10:47 GMT
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if you go switch between windowed and full screen your fps will get shit I never got it to my self but some of my clan got that problem

But the rain and all other shit make you SFPS like shit or somethings else if we got 15 players on our server the sfps goes to 45 and hold it there till someone leaves and it gonna warp
ferry strange if someone knows what it is

Subject: Did CP1 improve gameplay?
Posted by WNxTilly on Mon, 07 Feb 2005 13:34:31 GMT
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BlazerVery strange...I've never heard of someones FPS steadily decreasing as the game goes on

Maybe over-heated graphics card?

Or just something that causes an overflow in the CPU memory that kills the CPU. Check the task manager and see how much RAM and processor power is being used when at 1FPS.

Tilly

Subject: Did CP1 improve gameplay?
Posted by WNxCABAL on Mon, 07 Feb 2005 14:13:41 GMT
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Try setting the Graphics settings to performance rather than quality.

Subject: Did CP1 improve gameplay?
Posted by warranto on Mon, 07 Feb 2005 23:47:40 GMT
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It's not memory leak or an overheated card. It's (bad) RAM. with some games it doesn't like to release what's there. A simple reboot clears it though.

And yes, my graphics are at the lowest possible.

Subject: Did CP1 improve gameplay?
Posted by Buavey on Tue, 08 Feb 2005 03:24:20 GMT
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WNxTillyBlazerVery strange...I've never heard of someones FPS steadily decreasing as the game goes on

Maybe over-heated graphics card?
Or just something that causes an overflow in the CPU memory that kills the CPU. Check the task manager and see how much RAM and processor power is being used when at 1FPS.

Tilly
I had this problem whenver i played Lightwave. For some reason my FPS would slowly decrease and by the end of the game I would be luck if I had 7-8 FPS. The SFPS was fine, but it only Happened on lightwave!

Subject: Did CP1 improve gameplay?
Posted by Wyld1USA on Tue, 08 Feb 2005 04:53:50 GMT
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I have a pretty tight system and since CP1 I have had no changes that are noticeable. "scratches head"

I like the rain, very calming and peaceful, but it keep rusting my gun "giggle"

Subject: Did CP1 improve gameplay?
Posted by Aircraftkiller on Tue, 08 Feb 2005 08:47:50 GMT
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That's because Titan made Lightwave, and we all know how Titan's work is... He has insisted on doing some stupid crap type of deathmatch gameplay based on a bunch of identical looking corridors. The reason why framerates are low is because the construction of that level was so poor that no consideration was given to framerate.

Subject: Did CP1 improve gameplay?
Posted by Alkaline on Fri, 11 Feb 2005 01:47:06 GMT
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MutationRedux is a map notrouis for the "progressive" fps slow down.
It starts at over 120, and by the end of the map I'm at about 15.

Note, in the end of the map, thier are only infantry buildings left, not tanks, you would think the fps would be high but it isn't. This map just keeps getting lower and lower, even if you go and stare at a tree in LAN mode with just 1 player, you will notice the fps slowly keeps dropping

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