
Subject: FPS dropping after playing for a few hours with 50 players
Posted by [iRANian](#) on Wed, 20 Feb 2013 13:10:27 GMT

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Whenever I play for a bit with 50 players my FPS will drop from 100 to less, most of the time around 50-60 FPS before I restart the game. After restarting the game my FPS is fine again.

Subject: Re: FPS dropping after playing for a few hours with 50 players
Posted by [StealthEye](#) on Wed, 20 Feb 2013 16:48:13 GMT

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I assume you play multiple games, not one very long one?

This is very hard to analyze...

Subject: Re: FPS dropping after playing for a few hours with 50 players
Posted by [liquidv2](#) on Wed, 20 Feb 2013 18:57:44 GMT

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i think he's talking about Jelly Marathon
it might be one long one lol
there was a 10-hour map he partook in the other day

Subject: Re: FPS dropping after playing for a few hours with 50 players
Posted by [iRANian](#) on Wed, 20 Feb 2013 22:52:32 GMT

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I experienced it twice on that long Under game (restarted every time i experienced it) but I only played for around 4 hours lol

Subject: Re: FPS dropping after playing for a few hours with 50 players
Posted by [BAGUETTE](#) on Thu, 21 Feb 2013 19:51:05 GMT

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My FPS has been catastrophic recently also, I can play games like BF3 Ultra high with 80FPS np, comes to playing ren, sometimes I get 40..shy from the 260+ I normally get, this is more apparent in large games

Subject: Re: FPS dropping after playing for a few hours with 50 players
Posted by [ehhh](#) on Thu, 21 Feb 2013 19:57:03 GMT

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Same, restart my PC and I get 100+

lol

Subject: Re: FPS dropping after playing for a few hours with 50 players

Posted by [iRANian](#) on Thu, 21 Feb 2013 19:59:27 GMT

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Also, probably unrelated but if there are many vehicles/vehicle wreckages in the direction i'm looking I get FPS drops too. I can tell if the enemy team is massing by looking in the direction of their base.

Subject: Re: FPS dropping after playing for a few hours with 50 players

Posted by [StealthEye](#) on Thu, 21 Feb 2013 21:52:49 GMT

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I'm assuming that was no different in stock and cannot be changed without doing some serious performance improvements.

The problem with these performance issues is that they are hard to reproduce in a controlled environment. Playing for hours and then starting a profiler, and repeating that a few times until you find the right settings to test with is a major hassle, and not workable for me. On the other hand, noone outside the TT dev team can test it, because it requires full source code/symbols. I'm thinking of adding some manual timers in important places, but that will be a very slow and tricky path to take as well, and it will take ages before we find out what is the cause, assuming there is a single cause at all, and we will probably still have to find a way to reproduce it easily to fix it anyway.
