
Subject: why is my map running choppy

Posted by [Anonymous](#) on Thu, 27 Feb 2003 04:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

not running anything new....i left level edit on for a couple of days??the map i made caused renegade to crash when i was using the flame tank but the FPS said 24 when it crashed?I had recently changed my settings for my monitor to 75 but i put them back to 60.and also all the other maps are run fine!!im clueless why because im using all the same textures and objects as in my last map but i just have a new terrain....the density was 2.00 before and i changed the density to 12.00 this time to lessen polygons in the terrain so now my fps are fine but its running very choppyI can send you or anyone to test my map on there PC to let me know if they have any problems.
