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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.

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