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Subject: cool idea

Posted by [reborn](#) on Sun, 03 Apr 2005 18:59:21 GMT

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even if you have a great video card the high amount of particles in the flames make the server FPS drop like a bitch when there is a flame rush  
you might not be around and if the vis setting are all set up properly it wont kill your video card, however the poor server has to draw everything for everyone  
however you can remove some files from the always2.dat server side using xxcmixer to help reduce this, after all the server doesnt need to draw it all does it... its not like it needs to see the flames, and the flames are controlled client side so its not like it actually effects anything.  
But yeah a nice improved and streamlined flame would be nice client side, and rg approved would also have to be a must.. cp2..?

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