Subject: UNServ Mod Maps (updated)
Posted by Aircraftkiller on Wed, 26 Mar 2003 02:24:46 GMT
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maj.boredomAircraftkillerThen you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

portions of players have FPS issues with these maps. You can blame what ever you want, but it a simple equation:

ComputerX + conectionY + ServerZ + Map1 = no issues
ComputerX + conectionY + ServerZ + Map2 = no issues
ComputerX + conectionY + ServerZ + Map3 = no issues
ComputerX + conectionY + ServerZ + Map4 = no issues
ComputerX + conectionY + ServerZ + Map5 = no issues
ComputerX + conectionY + ServerZ + Glaciers = FPS issues

better show of skill to make a map of the masses and not the top %25 of the users? I know in web design, the standard is (or recently was) 800 x 600 resolution. Anything bigger wouldn't fit on

In your case it just might take a rocket scientist. I get FPS issues on every map I play because I have a sub-standard computer, and I design maps around that computer, so if it runs decently on my computer and not on anyone else's - it's your fault alone, you fucking idiot.

Thanks for proving how fucking retarded you are. Get the hell out of the forums if your only purpose in being here is to irritate others.