

---

Subject: UNServ Mod Maps (updated)

Posted by [maj.boredom](#) on Wed, 26 Mar 2003 03:57:22 GMT

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

---

Aircraftkillermaj.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:

Its not his fault alone. It not even his fault. It would be the mapmaker's fault alone. Good 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

It doesn't take a rocket scientist to figure out what the problem is. You're only changing 1 thing and that is the map. Now, I'm sure on elite computers these maps work better, but wouldn't it be a 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 the screen for a good portion of the users. It's the same concept.

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.

I guess I only irritate you for some reason. It really shows when you call me names. No, I'm not and idiot and I don't have chubby fingers.

This is a valid, intelligent point. Let me put it in the for of a question for you: If the only thing I the equation that changes is that map, then how can it not be the map that is causing the FPS issues? Try explaining it with out the name calling. If you can.

---