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Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [htmlgod](#) on Wed, 30 Jun 2004 02:44:04 GMT

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My understanding of the issue was that the drop in performance due to Flame emissions was not the actual rendering of the emissions, but rather the CPU processing required to calculate the trajectories of the projectiles - youi see, the flame-thrower and flametank both use shotgun type projectiles, which fire multiple projectiles at once, at an extremely high rate of fire, so there is a lot of calculating for the processor to do as to where these projectiles will hit. That is what causes the drop in performance, so to reduce the drop in FPS, one would have to modify the projectiles, which would have to be in a modification of the Objects.ddb controller file, or in a whole new Objects.ddb such as for a total conversion mod.

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