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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 13:53:21 GMT

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Well to reduce the FPS drop, you would have to reduce the number of projectiles being fired, so to compensate you would also have to raise the amount of damage done by each projectile. In the end it would probably significantly change the functionality of the Flame Thrower weaponry, and so it is unlikely that it will ever be approved by Renguard. Maybe in one of their Core Patches they will address this issue, but it seems unlikely to me.

flyingfoxBy the way, maybe some computers notice a difference in FPS with less emitter, you can't rely on just 2 computers to determine that.

You missed the point. The FPS drop isn't caused by the emitter, which is why reducing the presence of the emitter won't change anything, on any computer. In order for the emitter to have a profound effect on the FPS, you would have to have a REALLY SLOW graphics card, and a REALLY FAST cpu, because in any other case the computer handles the emitters themselves well enough, but the projectile trajectory calculations are overwhelming.

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