Subject: Is there a way to reduce the emitter detail on Flame Tanks?
Posted by icedog90 on Wed, 30 Jun 2004 22:48:24 GMT

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Newer computers handle this significantly better. It barely affects the speed unless you have 5 or more Flame Tanks rushing the AGT. It seems to be a lot like how turning everything low in Renegade on a fast computer doesn't change the speed at all, it is barely the same FPS (unless you change the resolution).