## Subject: C.P.O - Client Physics Optimisation
Posted by Blazea58 on Mon, 26 Jul 2004 16:39:10 GMT

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From what ive known about using client physics optimization, is that it will make an average of your fps, rather then giving you random numbers dropping at high rates.

So lets say your ingame with 20-50 fps without, when you turn it on, it will make an average depending what you can handle, so it would be around 35 constant fps rather then jumping around alot.

I only use it in large servers, i like to get high fps on low amount of players, so its not needed really.