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Subject: Re: FPS lag related to ROF

Posted by [Jerad2142](#) on Tue, 20 Oct 2009 17:23:25 GMT

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ErroR wrote on Tue, 20 October 2009 11:19 anything to do with bullet holes? or impact emitters? I was thinking explosions might be part of the complex terrain issue, but its hard to be for sure, I know bullet holes don't seem to matter in either case though (Granted, I'm assuming his projectiles travel at 400, if not of course it lags when launching 12 a time at 100+ ROF).

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