Subject: C&C Commando Development Screenshots
Posted by [REHT]Spirit on Wed, 31 Mar 2004 00:25:07 GMT

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...........and...........that's differant from the other projectiles how? It just goes on more often with the flame tank because it fires faster. Change that flamethrower emitter so it doesn't spit out any particles and I'll bet you that "FPS problem" will go *poof!*

This is normal stuff in many if not all games. I ought to know since I'm trying to program games myself (be a bit crazy for me to not know how the hell something standard in an FPS game works if I'm trying to write an FPS game, eh?).

Besides, if what you said was true, that would mean anything like a semi-rapid fire AI SAM site, or maybe even plain AI SAM Site, would eb complete HELL on the server, wanna know why? Cause not only does it calculate where to make and send the projectile, it calculates where to turn the turret, etc.....It is standard, it's not going to cause massive FPS issues.