
Subject: fps drop
Posted by [NACHO-ARG](#) on Tue, 26 Jun 2012 23:22:14 GMT
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got it a few min ago in jelly:

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Subject: Re: fps drop
Posted by [Xpert](#) on Wed, 27 Jun 2012 02:05:51 GMT
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That's not gonna help solve anything.

And during that time, the server was being worked on by Scruffy.

Subject: Re: fps drop
Posted by [C4Smoke](#) on Wed, 27 Jun 2012 03:22:02 GMT
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emitters still work with 4.0??

Subject: Re: fps drop
Posted by [ehh](#) on Wed, 27 Jun 2012 05:16:04 GMT
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jelly isn't a 4.0 server.

Subject: Re: fps drop
Posted by [NACHO-ARG](#) on Sat, 30 Jun 2012 19:00:18 GMT
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again got it few min ago on jelly:

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Subject: Re: fps drop
Posted by [NACHO-ARG](#) on Tue, 10 Jul 2012 02:25:58 GMT
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happened like 4 times on jelly, map under just min ago, 3 times got recovered to normal fps rate 4th time and had to quit.

<http://img193.imageshack.us/img193/8235/fpsdrop21.jpg>

Subject: Re: fps drop
Posted by [Ethenal](#) on Tue, 10 Jul 2012 03:07:52 GMT
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lol, our flammers pwnt your mass btw

Subject: Re: fps drop
Posted by [wubwub](#) on Tue, 10 Jul 2012 03:18:44 GMT
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This happens to me a lot, my fps drops down to 1 and I have to leave the game and come back at which point it returns to normal

Subject: Re: fps drop
Posted by [NACHO-ARG](#) on Tue, 10 Jul 2012 06:00:25 GMT
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Ethenal wrote on Mon, 09 July 2012 20:07: lol, our flammers pwnt your mass btw
i had quite some fun raping yours too

WubWub wrote on Mon, 09 July 2012 20:18 This happens to me a lot, my fps drops down to 1 and I have to leave the game and come back at which point it returns to normal

yea, it have been happening to me since beta 3, btw, nice to see ya around, are you still making skins?

Subject: Re: fps drop
Posted by [StealthEye](#) on Tue, 10 Jul 2012 09:53:51 GMT
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That sounds to me like what happens when you would otherwise have had blue hell. If either client or server are running 4.0, but not both, then the pre-4.0 one can get blue hell which causes this on the client. Assuming that that is indeed the cause, then this can't be fixed without using 4.0 on both server and client.

Subject: Re: fps drop
Posted by [Lazy5686](#) on Tue, 10 Jul 2012 14:54:56 GMT
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Emitters will work in Jelly when I allow them.

And Xpert, I fail to see how moving a few files around would drop the client side FPS. If anything you would see a drop in SFPS...

Subject: Re: fps drop
Posted by [wubwub](#) on Sun, 15 Jul 2012 02:23:04 GMT
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I found one cause of my FPS dropping to 0-1 is when I sometimes overlay mines by accident. It goes back to normal when the mines are blown up, disarmed, or when I leave and come back
