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Subject: why is my map running choppy

Posted by [Anonymous](#) on Thu, 27 Feb 2003 05:01:00 GMT

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Delete the Armor.ini file in your modfolders subfolder (forgot which one) that will fix the flame tank crash. Also after you generate Pathfinding (hopefully U did that) then Build Dynamic Culling System. that will increase the FPS and should eliminate the choppy stuff.(unless You already generated VIS data, then forget what I said. I never do VIS)

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