Subject: cool idea
Posted by Aircraftkiller on Mon, 04 Apr 2005 00:33:41 GMT
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The emitter is not what causes framerate issues. I did this "replace the emitter" stuff a long time ago to keep higher framerates during mass assaults and the result was identical, even with two or three puffs of flame per five seconds.

It's the CPU processing. The computer has to calculate the flame projectiles, because it works like a huge double barreled shotgun. More than three of these will bog down any CPU because of the intense processing that's happening.

It most certainly is not the emitter. As I said, I tested this before... Well over a year ago.