
Subject: Well, here's CaptKurt1's "Glacier AI" map - RIPOFF

Posted by [Captkurt](#) on Thu, 17 Apr 2003 01:38:16 GMT

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CrimsonFYI, this map is supposed to be LESS FPS than Glacier_Flying, and yet it's a full 20 FPS less than ACK's map.

For my test, I ran both maps in non-dedicated 1 player game. You can see that I tabbed out the list so you could see I'm the only one. Plus, the outgoing is 0kbps. I drove a normal minigunner in an APC to the same spot on each map and stood still for a few seconds to allow the FPS to stabilize. Here are the results:

Aircraftkiller's version of the map was a steady 70 FPS in these conditions.

<http://www.n00bstories.com/image.view.php?id=1048014935>

CaptKurt's version of the map was 50 FPS, which is 14% more laggy.

<http://www.n00bstories.com/image.view.php?id=2067941430>

And before you say I have a shitty system, here are my stats:

- * AMD Athlon XP 2400+ (which is 2 GHz)
- * 1024 MB PC2700 DDR RAM
- * GF4 Ti4800SE (best GF4 available at the moment to the best of my knowledge)
- * 40GB WD Hard drive 7200 RPM

Most of my shit is top-of-the-line.

So what does this prove? The BASIC PREMISE the CaptKurt claimed is that his version was HIGHER FPS than ACK's map.

my clame to higher FPS was not this map, if you go back and read the post's it was my version of the same name, no AI, etc.... not the map in question.
