
Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by [Brandon](#) on Wed, 14 Jan 2009 02:20:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just a suggestion, but for the Renegade version could you remove the emitters on the tiberium crystals? They appear to cause a big drop in FPS, as for everything else it seems to be alright for the quality of the map, but the emitters on those crystals do take a lot more FPS. I get 15-30 FPS on this map, usually 15 when looking in the direction of the crystals and 30 or more when I'm looking at the rest of the map.

I really like you map, I think this will be map of the year for Renegade. Good work!
