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Subject: Re: FPS lag related to ROF

Posted by [GEORGE ZIMMER](#) on Tue, 13 Oct 2009 23:06:56 GMT

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StealthEye wrote on Tue, 13 October 2009 18:49 Define "extremely high". If you're firing 99999 projectiles simultaneously it is not a surprise if it will cause framedrops and bandwidth peaks. If you're talking about 5 simultaneous projectiles that's a whole different story...

It's about 12 in my specific example with a ROF of 100+, less depending on how much ammo I have.

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