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Subject: Re: FPS lag related to ROF

Posted by [Jerad2142](#) on Tue, 20 Oct 2009 17:15:59 GMT

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I have weapons that fire rounds at a ROF of 10000 with infinite clip sizes, that never causes me any lag (Would probably d/c every client but doesn't cause any fps lag lol). I have noticed that shooting terrain meshes that are EXTREMELY complex (and one single plane) can cause my copy of ren to lock up momentarily though.

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