Subject: Re: How are building bars, cheats?
Posted by Jerad2142 on Mon, 12 Sep 2011 00:24:16 GMT
View Forum Message <> Reply to Message

saberhawk wrote on Sun, 04 September 2011 21:38Jerad Gray wrote on Fri, 02 September 2011 08:17saberhawk wrote on Wed, 01 June 2011 09:57EvilWhiteDragon wrote on Wed, 01 June 2011 11:53
He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.
Emitters start malfunctioning at 30+ FPS.

As far as I can tell, emitters are entirely time based and don't behave different at different frame rates.
Unless they have an Inheritance value.