Subject: Re: Smoke
Posted by liquidv2 on Sat, 08 Sep 2012 23:24:38 GMT

my concern is that a 50 player game creates a problem with smoke and screenshake; the amount of it becomes nauseating, in all honesty

might seem fine and dandy in a 10v10 or something but when you have that many players running around it becomes a whole new ball game

sorry to bother you StealthEye, but how exactly do i disable screenshake serverside?