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Subject: Re: FPS dropping after playing for a few hours with 50 players

Posted by [StealthEye](#) on Thu, 21 Feb 2013 21:52:49 GMT

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I'm assuming that was no different in stock and cannot be changed without doing some serious performance improvements.

The problem with these performance issues is that they are hard to reproduce in a controlled environment. Playing for hours and then starting a profiler, and repeating that a few times until you find the right settings to test with is a major hassle, and not workable for me. On the other hand, noone outside the TT dev team can test it, because it requires full source code/symbols. I'm thinking of adding some manual timers in important places, but that will be a very slow and tricky path to take as well, and it will take ages before we find out what is the cause, assuming there is a single cause at all, and we will probably still have to find a way to reproduce it easily to fix it anyway.

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