
Subject: Re: stock Projectiles/emitters causing FPS lag
Posted by [NACHO-ARG](#) on Fri, 27 Dec 2013 21:01:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

you could edit the trail and/or explosions emitters to have a lower burst rate with w3dviewer but then someone on the server you play on would have to allow it through the anticheat, however it is kind weird to have a heavy fps drop since stock particles have a very low burst rate compared to most of stuff available for download out there.
