
Subject: Re: stock Projectiles/emitters causing FPS lag
Posted by [NACHO-ARG](#) on Sat, 28 Dec 2013 02:17:32 GMT
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what texture filter and anti-aliasing settings do you have? i ask because the anisotropic and FXAA features implemented in TT are known to fuck up your fps, may be are you using those features? if yes, trilinear and none should get you back to smooth, if not then i dont know what else could it be.
