
Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 00:36:52 GMT
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No, it won't. The emitter is barely the source of the problem, because I've ran in-game tests on it with an emitter that sent out a few puffs of fire and it still had FPS issues.

So no, you're wrong. The shotgun projectile it's using, which is really CPU intensive in the way it was set up, is causing it.

Not unlike the reported "Mammoth Tank missiles cause FPS to hit 1 with Final Renegade users."
