
Subject: UNServ Mod Maps (updated)

Posted by [Cpo64](#) on Wed, 26 Mar 2003 04:54:20 GMT

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maj.boredom

This is a valid, intelligent point. Let me put it in the form of a question for you: If the only thing in the equation that changes is that map, then how can it not be the map that is causing the FPS issues? Try explaining it without the name calling. If you can.

Didn't someone already do that,
Blazer...its not because Glacier is so "bad" that it slows you down, its because its better.

I thought someone did, oh well,
