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Subject: FPS lag related to ROF

Posted by [GEORGE ZIMMER](#) on Tue, 13 Oct 2009 22:16:43 GMT

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Ok, so recently, I tried to make a mod with a weapon that had an extremely high rate of fire. It would basically deplete all of your ammo in one shot (well, with the secondary fire anyway), so the more ammo you had, the more damage this shot would do. The problem was, it would freeze for a split second. Normally I'd understand this, but considering that spray-fire weapons don't really lag, I'm wondering if this could be possibly fixed. It could also help increase performance if there's some kind of engine bug where higher ROF weapons generally lag more.

Naturally, I understand that this would not be on the top of your priorities, but it's one more thing you guys could possibly look into.

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Subject: Re: FPS lag related to ROF

Posted by [StealthEye](#) on Tue, 13 Oct 2009 22:49:02 GMT

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Define "extremely high". If you're firing 99999 projectiles simultaneously it is not a surprise if it will cause framedrops and bandwidth peaks. If you're talking about 5 simultaneous projectiles that's a whole different story...

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Subject: Re: FPS lag related to ROF

Posted by [GEORGE ZIMMER](#) on Tue, 13 Oct 2009 23:06:56 GMT

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StealthEye wrote on Tue, 13 October 2009 18:49 Define "extremely high". If you're firing 99999 projectiles simultaneously it is not a surprise if it will cause framedrops and bandwidth peaks. If you're talking about 5 simultaneous projectiles that's a whole different story...  
It's about 12 in my specific example with a ROF of 100+, less depending on how much ammo I have.

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Subject: Re: FPS lag related to ROF

Posted by [Jerad2142](#) on Tue, 20 Oct 2009 17:15:59 GMT

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I have weapons that fire rounds at a ROF of 10000 with infinite clip sizes, that never causes me any lag (Would probably d/c every client but doesn't cause any fps lag lol). I have noticed that shooting terrain meshes that are EXTREMELY complex (and one single plane) can cause my copy of ren to lock up momentarily though.

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Subject: Re: FPS lag related to ROF

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Posted by [ErroR](#) on Tue, 20 Oct 2009 17:19:07 GMT

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anything to do with bullet holes? or ipact emmitters?

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Subject: Re: FPS lag related to ROF

Posted by [Jerad2142](#) on Tue, 20 Oct 2009 17:23:25 GMT

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ErroR wrote on Tue, 20 October 2009 11:19anything to do with bullet holes? or ipact emmitters?  
I was thinking explosions might be part of the complex terrain issue, but its hard to be for sure, I know bullet holes don't seem to matter in either case though (Granted, I'm assuming his projectiles travel at 400, if not of course it lags when launching 12 a time at 100+ ROF).

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