
Subject: stock Projectiles/emitters causing FPS lag
Posted by [iRANian](#) on Fri, 27 Dec 2013 17:13:59 GMT

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I get a lot of FPS lag when tanks are shooting. Are there any emitter files for projectiles to lower this FPS lag?

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

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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.

Subject: Re: stock Projectiles/emitters causing FPS lag
Posted by [iRANian](#) on Fri, 27 Dec 2013 21:25:17 GMT

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Indeed hasn't been an issue before until recently. It's fine to have about 8 arties on a map but as soon as they start shooting my FPS drops to 20. :/

This PC plays games like Farcry 3 just fine.

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.
