
Subject: Yet another flame war (from CTFCY map thread)

Posted by [Vegito](#) on Wed, 26 Mar 2003 03:36:22 GMT

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Moron.

Show me where I complained about detail.

Oh thats right I didnt you dumb fuck of a n00b.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [bigejoe14](#) on Wed, 26 Mar 2003 03:36:32 GMT

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I don't think Vegito was complaining. It was rather more of a statement.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Vegito](#) on Wed, 26 Mar 2003 03:39:59 GMT

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Quote:I don't think Vegito was complaining. It was rather more of a statement.

That you for at least having mild intelligence and realizing that.

ack on the othr hand....

Well we know he has subpar brainpower to begin with so what should we expect from him.
:rolleyes:

Subject: Yet another flame war (from CTFCY map thread)

Posted by [bigejoe14](#) on Wed, 26 Mar 2003 04:29:38 GMT

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I have quite a bit of intelligence. And with this intelligence, I can tell that ACK made somewhat of a jump out on your post Vegito. He shoud of read it a little more closely.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 05:11:07 GMT

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Fucking hell, Vegito, can you even remember bitching about Glacier Flying's detail because it brought down your FPS?

OBVIOUSLY, IF YOU BITCH ABOUT GLACIER'S DETAIL, THEN YOU'D BETTER NOT BE ASKING FOR DETAIL IN OTHER MAPS BECAUSE THAT'S A SELECTIVE STANDARD AND IS VERY HYPOCRITICAL. THINK BEFORE YOU POST, YOU FUCKING TARD.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Vegito](#) on Wed, 26 Mar 2003 05:47:01 GMT

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I said my fps dropped to 70.Big deal.Odds are most people dont even get 70 fps on most maps.

Also someone keeps saying maps arent the reason for the dropping of fps anyway.Guess who that someone is there chief?

So go fuckyourself there bud.

But hey Im the one who doesnt think. :rolleyes:

And dont forget your maps is bad.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 06:01:58 GMT

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Right, point out where I said the maps don't cause FPS problems. Any fucking person can figure that out. It causes bad FPS if you have a bad computer, WHICH IS YOUR OWN FUCKING FAULT.

/me scratches Vegito off of his "People with a clue" list.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Vegito](#) on Wed, 26 Mar 2003 06:05:22 GMT

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Yep fps 85ish steady on any map but glacier and on glacier it goes to 70ish steady.

But go ahead and say its my computer.

Im sure thats it. :rolleyes:

My computer is better than most people who play renegade so if I notice a drop I can imagine how bad it is for other people with worse computers.For me it may still be 70 fps but ehat about people who start with fps 40?

And yet again you prove yourself a moron.

Thanks for the laughs.

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 07:04:30 GMT
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Thanks for proving it's your computer being unable to handle the map.

Did you intentionally decide to contradict yourself or was it just involuntary?

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Vegito](#) on Wed, 26 Mar 2003 07:06:47 GMT
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Sure it is. :rolleyes: :rolleyes:

But hey I dont get paid to do this.

There I even supplied your next argument for you.

Your that sad and predictable.

Please go drop off the face of the earth before some mindless girl helps make more idiots like you. The world doesnt need anymore.

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 07:29:10 GMT
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That didn't make much sense. Mad that you lost the argument?

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 07:33:27 GMT
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ACK...it was me that was talking about FPS issues...not Vegito. and keep this discussion in one place...which is the wrong place to begin with

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Sk8rRIMuk](#) on Wed, 26 Mar 2003 08:55:27 GMT
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Stop bitching about ACK he never put the map down as such...

Resect Beanyhead and don't make this another flame war...

Ver nice map I look forward to playing it and I look forward to seeing more maps from you...

closes IE launches Ren and starts to have fun :D

-Sk8rRIMuk

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Vegito](#) on Wed, 26 Mar 2003 16:03:58 GMT
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Ah ack has no comeback.

The little child must be up late past his bed time and his brain mustnt be working properly.

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 16:13:03 GMT
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Vegito...I think I speak for everyone when I say...STFU

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Vegito](#) on Wed, 26 Mar 2003 16:15:24 GMT
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Hey duke.

Mind your own damn business.

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 16:19:13 GMT
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he made as much of a comeback as you're insult was merited.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:23:17 GMT

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Fact remains, Glacier is a piece of crap that destroys FPS like no other. End of story. You can't argue against fact ack. You're the kind of person that will deny the sun is hot, or the sky is blue. Thickheaded moron really. You really don't know much about anything except for how to put objects together to create a map, and namecalling. That's all you know. You don't argue, you just namecall, which takes no intelligence whatsoever. I hope someone from Elgin picks you up off the side of the road and sends you to Iraq so you can be taken POW. If Iraq made a deal that they'd trade their weapons of mass destruction and all their current POWs for you, I don't know anyone who would object. Heck, if we traded you to Iraq for a grain of sand, we'd have cleaned up on that deal.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Crimson](#) on Wed, 26 Mar 2003 16:27:28 GMT

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Glacier lowering FPS is not fact. There is no noticable difference on my computer between Glacier and any other map, Westwood or not. I can take screen shots to prove it.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:29:33 GMT

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Not just FPS, but the choppiness. It does lower the FPS though, not a whole lot, but the main issue is the choppiness. It is fact that it is the only map making the game choppy for 90% of us. That's not opinion. There is something in that map that makes it act like no other.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 16:31:54 GMT

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although Raven has a really thickheaded way of saying it...he's right about certain things...

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Crimson](#) on Wed, 26 Mar 2003 16:33:43 GMT

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AMD Athlon XP 2000+
512 MB PC133 RAM
Geforce3 64MB video card

WinXP Pro with DirectX 9

Those are my relevant system specs. I get 85 (max due to nVidia 'bug') FPS in games with 8 players or less, occasionally dropping into the 60's or 70's in heavy action. I still maintain over 20 FPS in large games (40 players) which is completely playable. Glacier runs smooth as silk for me. The only map I had an issue with was Metro, which lags like a bitch when I host non-dedicated because of the problem ACK has mentioned where the windows were done inefficiently.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:34:26 GMT

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They're gonna do one of those A&W Root Beer commercials with Ack arguing about his map.

Ack: "My map is cool and stuff"

All: "No it's not, it drops FPS and causes choppiness and what not"

Ack: "you just mad cause i pwn you"

Announcer: "Thickheaded?"

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:35:57 GMT

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8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [faze](#) on Wed, 26 Mar 2003 16:36:14 GMT

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Imao... ACK got owned and doesn't even realize it.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Raven](#) on Wed, 26 Mar 2003 16:38:30 GMT

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It's only 11:30, he's probably still asleep til like 4. Not like he's got anything to do.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [bigejoe14](#) on Wed, 26 Mar 2003 16:54:23 GMT

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My FPS get fairly low on Glaicer. But, really, I don't give a fuck. It runs smooth enough to play the game well, so I'm happy with it.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Vegito](#) on Wed, 26 Mar 2003 17:02:15 GMT

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Quote:lmao... ACK got owned and doesn't even realize it.

Ack gets owned daily hes just too stupid to acknowledge it.

And I love that thickheaded commercial raven.

Its so true.

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Xtrm2Matt](#) on Wed, 26 Mar 2003 17:13:16 GMT

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Raven8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

LOL?? Look at my PC Specs in my sig. Notice the Gfx card? Now explain why i get 20-25fps on Glacier with 32 people..

My normal FPS on renegade is 40-50FPs...

Subject: Yet another flame war (from CTFCY map thread)

Posted by [Crimson](#) on Wed, 26 Mar 2003 17:42:44 GMT

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Raven8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

I get maxed-out FPS in ANY map with 8 players or less, and it drops proportionally the more players there are. Glacier is no different for me than any other map. And that goes for all 3 PC's in my house that we play Renegade on.

Subject: Yet another flame war (from CTFCY map thread)
Posted by [Demolition man](#) on Wed, 26 Mar 2003 19:04:34 GMT
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CrimsonRaven8 players or less? Once you go over 12 or so it turns terrible, before that it's still not that good, but, sort of playable. But why would such a big map be designed that could only handle at most 12 players before becoming terribly choppy? Doesn't make sense.

I get maxed-out FPS in ANY map with 8 players or less, and it drops proportionally the more players there are. Glacier is no different for me than any other map. And that goes for all 3 PC's in my house that we play Renegade on. Ofcours you don't notice the lag on glacier then because you are limited by a bug at 85 FPS. Normal you could have more so when you play glacier it drops but you don't notice it because the dropping was above the 85 line.

For me glacier runned like shit so i played it less then 10 times.
