
Subject: Glacier_Flying

Posted by [gibberish](#) on Tue, 02 Mar 2004 04:03:45 GMT

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I have a old machine which I use to run the FDS: 256Mb, 800 Mhz Athlon
All maps except Glacier_Flying are fine with 14 people up.

But Glacier_Flying chops - the game just stops for 1/4 second then continues for a couple of seconds then chops again.

Anyone else seen this?

What spec machine do you need to run a Win32 FDS with 14 players on Glacier Flying?

Thanks,
Gib

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Posted by [zunnie](#) on Tue, 02 Mar 2004 12:49:51 GMT

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I have a pretty nice pc, not the fastest anymore but its still pretty fast, Pentium 4 2,2Ghz 512mb rdram pc800 GF 3 ti-800 64mb ddr and 7200rpm HD's and i have this problem too.

It ONLY happens on a few maps:

- Glacier
- Glacier_Flying
- GlacierTS
- ConquestWinter
- ConquestIslands

When i join these maps, everything is nice for like 10-15 minutes and then all of a sudden my fps drops to 10 or less. I think its a map-bug or something, i know more people who have the same problem.

Leaving and rejoining fixes the problem for a few minutes usually but then you start 'fps-lagging' again :S

[zunnie]
