Parasit's fps-Guide

Wolfsrudel a german speaking squad: http://wwiionline.net

I only explain what each setting does. The tests for your system has to be done by yourself.

Driver & Tools

Your driver should always be up-to-date, this is the cheapest way to get performance. (Good tweaks can be found here: http://www.tweakforce.com & http://www.guru3d.com

ATI & nVidia Tool: http://www.techpowerup.com/atitool/

Settings in the User Interface: You`ll find the possibilities to change under PREFERENCES.

Game

Here you have three possibilities:
- Best Quality
- Balanced
- Best Performance
With these settings you can adapt fast and easy, but as always the settings aren't the best for all the players.

Language: hmm what could that be ;o)
Lew memory system: disabled or buy more RAM
Show game credits: disabled (sorry rats)

Connection

Network Route: use best (important!)

Visible Player Limit
The view always focus on the enemy, meaning you will rather see an enemy then a friend.
high: 128, medium: 64, low: 32 (might have changed)
The lower the limit, the better the fps in heavy attacks. But

Video

Video Card: choose your card

Resolution: choose your resolution

Vertical Syncing:
You bind your frame to the frequency of your display → off!

Effects

Normal Maps: ? no clue what this is for ?

Post Render Filter:
This is the BGE version of HDR (High Dynamic Range), this improved the light-effects.

Enable Shreders & Water reflection
see Specular"
Check the impact on your fps und decide if you'd like to have this or not.

Muzzel Flash Light
Important to see your enemy, let it turned on.

Combat smoke
Same as flash light, but if your fps are low, turn it off.

Specular
picture sais more then words

Shadow
Turn it on low and you gain some fps or even more.

Radial Clutter:

Infantry

Ragdoll Troops & Ragdoll Weapons:
like it or now, your choice

Leave Corpses:
Turn this off or you always believe and enemy lies in front of you...

Leave Blood: good for vampires

Leave Corpses: setting if you love to see dead people