
Subject: C&C_DM_Cambodia

Posted by [Anonymous](#) on Mon, 20 Jan 2003 12:42:00 GMT

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quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino: quote:Originally posted by DoctorNerve: quote:Originally posted by SomeRhino: You don't need to use vis on a level with that type of design, it wouldn't speed up the game at all. You can draw the interiors then without vis... they're cheap enough I guess... vis is very clunky anyway. you can also vis out those tunnels below the ground too... I'd put vis in. Vising out anything less than 1000 polygons is useless IMO, much less the 50 polygons used in the tunnels. This is sorta off the vis discussion but hey... The ideal in renegade was to have 1500 polys on the screen at one time... this was back a few years ago... the actual number you need to look at with video cards nowadays is actual vert counts... check smoothing groups in max too... the more polygons share the same smoothing group across edges the better (one smoothing group on one object is ideal)... less uvw mapping is better too (the engine has to account for all the mapping id's and mapping coordinates)... if you can run the level fine without vis that's great... do it for sure. The engine can handle way more polys than a few thousand on a good machine... 2 gig with a solid geforce 4 and no problem... I tested a 400,000 poly level with LAN multiplayer with 10 guys and it was moving great. If any of you guys need help sorting out modeling process drop me a line and I can give assistance... That's if you don't think I'm a knowitall. I knew that about the texture stuff, since looking at a base area (Due to the large amount of textures that the bases themselves use) for the first time will make my machine slow down for a bit to load everything proper and display it correctly. Since you're talking about vert counts, wouldn't it be a good idea to delete any and all isolated vertices on a mesh? [January 20, 2003, 00:46: Message edited by: aircraftkiller2001]
