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Subject: W3D Engine Test

Posted by [Aircraftkiller](#) on Thu, 08 May 2003 00:37:08 GMT

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Please shut up... You're posting my name like you actually know me, and you know jack shit.

Westwood cronies? I speak with people who \*made this engine and designed things for it\* unlike yourself. So who's right here?

It probably isn't you. Why? You said "You can get your good looking textures blah blah blah..."

I said nothing about the way the textures look. That has nothing to do with it. Each texture is the same regardless... There's no difference between a no-alpha 128x128 texture and another no-alpha 128. They're the same size, they take the same amount of time to load, and they also take the same amount of processing power.

Multiple materials, e.g. what you get when applying a material to an object in Max, will slow down the game engine. It has to process more than just the graduation of light across the verts, it also has to process the way the materials affect the light on the verts and any associated textures belonging to the material.

The textures affect it even more so. 1024x1024 textures will tear the engine apart and bring a GF4 to its knees...

But no, don't listen to me. I don't know anything at all, but you do. After all, you're just scratching the surface of the engine, aren't you? That's how you know \*so very much\* about W3D and its iterations.

:rolleyes:

Wow, great edit after I posted... Not.

Guess what? You don't \*need\* polygons to create grass blades, you fucking retard. You can create textures to make foliage in maps. It isn't difficult at all. Have you seen Beach? River Canyon? Both make use of grass that allows you to hide, yet the way the textures are used, they do not strain the engine... Why? Because I know what I'm doing with the engine.

No one needs high-polygon maps. Pi can attest to that... What use are they? We're not working on renders of game levels. We're working on game levels. Guess what? Every game level has low polygonal usage. That's what you have to accept and remember when making maps, because what will you do when you have your pretty little map give people four frames a second because the buildings (About 10,000 polygons and more by themselves), vehicles (Sixteen vehicles is about 12,000 polygons) and players (A full 32 player game has about 16,000 polygons worth of players) and weapons (First person and third amount to about 7,000 polygons) will make for incredibly shitty framerates. Unless you've magically figured out how to make vis occlude everything without actually rendering more than it should... You're not going to get anything about 4-10 FPS.

So good luck wanting high-polygon maps, except most people with a decent gaming computer cannot even pull off more than 45 FPS on a 30,000 polygon map. Factor in the gameplay elements and special effects, and you've got a recipe for disaster.

But of course, I don't know what I'm talking about.

:rolleyes:

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