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Subject: W3D Engine Test

Posted by [PiMuRho](#) on Thu, 08 May 2003 07:34:26 GMT

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Ack is correct. Raw polygons themselves are pretty meaningless - your video card will slow down when there's a whole load of textures waiting to be drawn to the screen - it's memory bandwidth we're talking about here. What's even worse than that is multi-pass textures, where any polys have to be redrawn for each material pass.

It doesn't matter what method you use for texturing - UVW maps are basically just projections. Each texture you have stored in the frame buffer (video memory) slows you down when it's drawn. The bigger the texture, the slower it draws (keep them under 512x512)

Ack is also right about the non-map polycounts - you have to bear in mind that your 30,000 polygon map is going to be filled with people and tanks, with a combined polycount that almost equals that of your map (and could even exceed it on larger servers)

Another reason you want to avoid high-poly maps in Renegade is the VIS system. It's not very good. In an engine like UT2003, you can have two rooms each with 20,000 polys, and the engine will only draw one. In Renegade, it's quite possible that it'll draw both...

This whole thing is moot anyway - you're not testing the engine's ability at all, but that of people's systems. W3D has no hard-coded polygon limit. If you want to make a high-detail map, get clever. Brute force is the worst way to do it. There's a whole load of little techniques you can use to make areas look more detailed than they actually are.

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