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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Blazea58](#) on Sat, 03 Mar 2007 01:58:58 GMT

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Yea with roleplay2 if it didn't have stuff seperated within thousands of metres apart your fps would be horrible. I think renegade itself doesnt render anything you cannot see, so weather you have 2048x2048 textures, and 20k polygons, long as its more then 300 metres away from the first place, then you wont be rendering the area until you step foot in it.

For yours i would just suggest the teleport room is at 0,0,0 then your map 1 should be at like 350,0,0, map 2, -350,0,0 or whatever works for you. This way when you teleport into map room 1 you wont even be rendering map 2, so that alone will save your fps.

Otherwise do what i do and make an "underworld" for everything thats too many polygons/textures (area thats a few thousand metres away) and dump all those places within, but 300 metres away from eachother.

Example of roleplay2 underworld, all the places are more then 300 metres apart.

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