
Subject: Test this for me, eh? PokemonCA Engine Test
Posted by [Oblivion165](#) on Tue, 13 Nov 2007 02:25:32 GMT
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My secret shame is that I love Pokemon.

In fact my biggest dream in life it to work for Gamefreaks and shape the world of Pokemon in ways I hold oh so very dear. I have been working with my brother for the last few months on PokemonCA (<http://www.PokemonCa.net>) but recently he dropped out and now I'm making my own engine in VB6 (He can code in C++) and soon the project will be exactly where we left off.

Thank god he listened to me when we started making all the data, I can easily parse everything we did into my new engine and I can build around it.

Well what I ask of you is to run this, hit the "click me" button and tell me if your FPS drops below 30. If it stays above 30 then your good to go, but below I would like to know your base system specs or even better a DXDiag.

(For DxDiag Start ~ Run ~ DXDiag ~ Save all Information button.)

And major note: This is a WIP and the collisions/sounds/water are all being worked on.

Download:

<http://www.Oblivioninteractive.com/files/PokemonCA.zip>

Other:

As always with anything made by me - VB6 Runtimes Required:

<http://www.renhelp.net/downloads/VB6.0%20Runtimes.exe>

And please post is anything errors and what OS you have
