
Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 04:08:55 GMT

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Thanks a lot for the info guys!

I put the rain/puddles on max so its good that the result have been solid so far.

@havoc9826 Yeah no worries, it doesn't count fps's correctly when your in the menu and 23-24 (33 should be max possible) is still pretty good. I guess I will have a low/med/high setting on particles

@Sn1per74* Yeah being Pokemon brand name and all. I don't have a backup of that to put it anywhere but it was the old engine anyway.

Still needing to make a converter for the new map format from the old, its a biznatch to parse but completely needed. (25 maps or so)

And thanks everyone for the good comments on the engine thus far, really surprised that no one bashed the Pokemon

EDIT:

Some screenshots here:

<http://www.pokemonca.net/forums/viewtopic.php?t=13>

Maps will look exactly like that once they are converted...so its a good show of what it will look like.
