
Subject: Re: Release - C&C_Hourglass_Flying_BETA
Posted by [Chuck Norris](#) on Thu, 08 Jan 2009 23:06:19 GMT
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I'll further the point of heavy performance. I was surprised to start this map up and be greeted by a frame rate in the thirties. I usually get a solid and constant 100FPS (and if I disable v-sync, it's closer to 200FPS, usually more even). That's the difference between most maps and this one.

However, I do play with these options.

Resolution: 1600x1200

Anisotropic Filtering: 16x

Anti-aliasing: 8x (although I see no difference between it and 4x)

Anti-aliasing Transparency: enabled (Supersampling)

Shaders: enabled

Note too that I do strive for a constant 100FPS. I do see the difference between 60FPS and 100FPS, and in Renegade, I'm so used to the latter that less feels laggy, especially in the thirties.

Still, these settings work for most other maps, and my hardware is pretty good.

CPU: Core 2 Duo E8400 @ 4.05GHz

GPU: nVidia GeForce 8800GT OC

RAM: 4GB

I had to disable the Anti-aliasing transparency (although a lot of foliage is known to lag with it set to Supersampling), turn down Anisotropic Filtering from 16x to 4x, turn down Anti-aliasing from 8x to 2x, and still didn't get my usual, but it didn't go much below 60FPS then.

Also, I want to note that it's worse in GDI's base than it is in Nod's.

I know I play with higher settings than most, but my hardware is severely overkill for the game. Most people with less will have to tone down the settings much more.

As for bugs, I sort of found one. An Orca is able to get stuck here. Yes, I know vehicles aren't supposed to go in there.

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Besides these things, it's a great map. I like the rocket pods on top of the Advanced Guard Tower.

File Attachments

1) [OrcaStuck.jpg](#), downloaded 1319 times

Orca VTOL