
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Fabian](#) on Fri, 09 Jan 2009 16:18:56 GMT

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I don't know what you mean by resolution in that context.

As for FPS drops:

I have still not decided whether I'm going to go through with VIS. All the VIS in the world won't save you if you simply have an old shitty graphics card. There's just way more to calculate compared to old Westwood maps. Given the AA and AF settings Chuck Norris has, I would not say that something is "wrong" with the fps rate.

I didn't ever build the dynamic culling system in LevelEdit. If that gives enough of a performance boost, I won't bother with VIS. Someone with a Pentium III and GeForce 6400 who is complaining about their 20 fps will not get much sympathy from me.

-edit- LevelEdit crashes when I try to do VIS, even with visual themes disabled.
