
Subject: Re: Release - C&C_Hourglass_Flying_BETA

Posted by [Mauler](#) on Fri, 09 Jan 2009 23:28:36 GMT

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Only speculating on the cause of the framrate issues which might be caused by the amount of poly's and/or textures used (I was told the engine can handle high poly's but isn't so good in processing high amounts of textures?)

Here is a quote from the vis tutorial created by YSLmuffins some time ago..

Quote:Now, setting up VIS properly can be time consuming, and most smaller maps should do fine without it, says Greg Hjelstrom, lead programmer for Renegade. On bigger, higher poly maps, though, VIS is a must—and if there are parts of your map where the FPS drops dramatically, you'll want to seriously consider setting up VIS for your map. Besides, all of WW's maps have a VIS system in place!

Considering you have a massive amount "grass" meshes and such this might be a cause?. Like i said i'm only speculating on what might be causing it. Someone else might have a different opinion.

Also suggest reading up YSLmuffins tutorial on VIS on Renhelp.net for more info on the subject.
