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Subject: Re: RP2 2.0 Public Test UPDATED 3/12/2010 THIS MOD MAKES ME RANDY

Posted by [Jerad2142](#) on Wed, 07 Apr 2010 13:31:22 GMT

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Reaver11 wrote on Sat, 03 April 2010 12:05 Well the biggest problem for visibility I think is not that the vis is undouable but that the city you are building is in continue development.

Agreed even so if you are in the visstate you would probably need two full weeks of proccessing time. (If LE can survive that time)

Field total vis proccessing took 4 min on my laptop which is a 1,6ghz 512mb. (granularity of 8 sample size 20 meters)

Please don't blame me for trying to understand it.

You really have to do it on a granularity of 4 at the min unless you don't mind thousands of vis issues, do it again on 4 and you'll see that it becomes much more time consuming.

Regardless, the main issue here is that it will run out of ram in 32 bit form.

Plus if you get in an aircraft or on top of a building vis won't do you much good.

HaTe wrote on Sat, 03 April 2010 12:40 Quote:RP2 is not a map, its a mod, it has higher system requirements then standard Ren.

It's a map inside a mod, but that's beside the point...you seem to have ignored my other comments about the fps drop entirely..?

I bet if all of bad company 2's maps were just flat planes the system requirements would be a lot lower.

CarrierII wrote on Sat, 03 April 2010 12:50 The data generated by the 64-bit exe would be for the 32-bit renegade engine, but the 64-bit exe would be able to address the extra ram required to store all of the working variables etc.

I wonder if Yrr could shed light on the data format, because he's known to have looked into it (LevelRedit)

My main thought is if a 32 bit LE can't access all the memory it would need to generate vis, then even if we made vis using 64 bit LE ren probably wouldn't be able to allocate the memory needed to process the vis, I could be wrong though.

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