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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 03:44:19 GMT

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[http://en.wikipedia.org/wiki/Correlation\\_does\\_not\\_imply\\_causation](http://en.wikipedia.org/wiki/Correlation_does_not_imply_causation)

In this case, it's due to several factors: I didn't feel like using Renegade's outdated visibility system. It would have taken up my computer for at least 24 hours. There's some technical aspects to it as well, such as the fact that I didn't combine all of the trees into individual meshes. I kept them as separate objects to cast shadows on dynamic objects. If I make another version of Fjords, it'll have optimized tree geometry along with some other optimizations.

There's more to it than that, though, and I'm not sure what it is. It probably boils down to this being a shitty old engine that doesn't utilize multiple core processors or properly use the GPU/available RAM.

Regardless, the fact that only a handful of people experience "massive framerate losses" is more likely attributable to them having inferior hardware than anything else.

So, in summation:

Quote:FPS is so low..

Quote:Your computer sucks..

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