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Subject: Re: ACK

Posted by [saberhawk](#) on Thu, 28 Mar 2013 07:36:34 GMT

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Oblivion165 wrote on Wed, 27 March 2013 22:30saberhawk wrote on Tue, 26 March 2013 07:29Oblivion165 wrote on Tue, 26 March 2013 00:09Wow what a crappy system they made. I use view frustums and bounding boxes. Done and done.

View frustums and bounding boxes don't solve the problem of overdraw. VIS does. Renegade has frustum culling already...

What do you mean by overdraw? For instance a tree is completely blocked by a tree in front of it?

Let's say I'm in a building, looking at a wall. What do I draw? The wall, obviously. But I'm on Fjords and there is a forest out there that is also rendered. That overdraw.

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