
Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 01:52:00 GMT

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I've been working on a map which has a D-day style beach on it with lots of hogs (tank barriers) and razor wire. The problem is that in Renegade, when looking at it, my fps goes down to about 6. Would it be better to save the hogs as a hierarchical model and put on the map in level edit, or have them included in the terrain (as they are now)? Would this make any difference in fps?

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 06:49:00 GMT

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What's your poly count? Have you rebuilt the culling system? Have you tried adding the optimize modifier to your terrain? These all affect fps, but your export type should not affect the speed.

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 06:56:00 GMT

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Poly count isn't really a factor to the Renegade engine and FPS -- it's more of a texture problem - a lot of them will slow you down. ACK and others have played with this and found this to be true.. Check your textures - and you may want to use VIS to help the FPS. A quick way to test it is to make your terrain without textures - add the models without textures - then see what happens to your FPS. If your stuff is just static - make it as terrain. [October 15, 2002, 06:58: Message edited by: StoneRook]

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Tue, 15 Oct 2002 17:17:00 GMT

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how big is this map?

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 02:02:00 GMT

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My map so far is about 20,000 polys, so not that much really... I have other objects on my map which take up more polys, and a lot more textures (eg. a Nimitz carrier.... you get the idea). So, it isn't making much sense. I have not played with the vis, or culling system yet cause I'm still modeling, it just doesn't make much sense. The tank barriers and razor wire take up 6000 polys, and 2 textures. The Aircraft carrier takes up 10,000 polys and over 50 textures, yet it has better

fps?! I can't make any sense of it...

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 05:52:00 GMT

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quote:Originally posted by garth8422:Someone mentioned that you can make your textures DDS skins and that will help. I don't know if that's true, because I don't have a Photo tool that can use the DDS plugins. (old Adobe Version). Hmm, I wanted to do this to reduce the size of my .mix file, but all I got in Level Edit was a missing texture (the white Westwood logo.)

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:39:00 GMT

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Someone mentioned that you can make your textures DDS skins and that will help. I don't know if that's true, because I don't have a Photo tool that can use the DDS plugins. (old Adobe Version). Also Build Dynamic Culling System, from the VIS menu will speed up FPS if you don't want to Generate VIS data. Do that after you Generate Pathfind just like if you were going to run VIS Generate. And yes a lot of TGA textures will Lag map. Oh yeah, BTW KANE LIVES! LOL

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:35:00 GMT

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You use Gmax, correct? If so, I think you are gonna wanna remake most of your items... 20000 is a pretty big number! I found that killing 7 polys on circles help and taking out height segments to one.

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:47:00 GMT

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20,000 polys should not affect it. My map Secretbase has 56,964 polys before you add the stuff in Level edit. It has run fine every time I've tested it, others have said so also. I used for the most part textures found in Renegade already to save file size. The extra textures I have used were all converted to .tga. What format of textures did you use? Also if you used textures already in the always.dat you don't have to include them in the .mix file. Don't know if that would help performance though.

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 17:05:00 GMT

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quote:Originally posted by scarface:The tank barriers and razor wire take up 6000 polys, and 2 textures. The Aircraft carrier takes up 10,000 polys and over 50 textures, yet it has better fps!?50 different textures on the aircraft carrier?

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 18:39:00 GMT

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Firstly 20,000 polys is not much. C&C_City_Flying has over 40,000. I use both Renegade textures and custom .tga format textures, the same as Renegade. The carrier has alot of texture, but maybe not quite 50...I might just have to work on vis and other things in level edit to maximise fps. But i still don't understand it...Also, do alpha blended textures take a heavy toll on fps??

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 21:03:00 GMT

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It might be because its trying to render the large numbe of textures on the carrier from far away.

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 21:31:00 GMT

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quote:Originally posted by scarface:Firstly 20,000 polys is not much. C&C_City_Flying has over 40,000. I use both Renegade textures and custom .tga format textures, the same as Renegade. The carrier has alot of texture, but maybe not quite 50...I might just have to work on vis and other things in level edit to maximise fps. But i still don't understand it...Also, do alpha blended textures take a heavy toll on fps??Can you show us a screenshot of this aircraftkiller?Edit: I meant to say "aircraft carrier" and not "aircraftkiller". (I'm tired right now.) [October 16, 2002, 21:35: Message edited by: jordypbear]

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Thu, 17 Oct 2002 02:09:00 GMT

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Thanks Greg! And, alright, heres a screenshot of the map:http://www.geocities.com/scarface_modder/Screen8.jpg I have already posted images of this before. You can see the hogs and razor wire in the far right.This mod is about 80\% complete. I'm

still working on the final meshes, and fixing up mistakes (there were alot of them). I still have level edit to work on.I hope to have the beta version out in a few weeks. Btw, copy the url into you address box, UBB code isn't working for me.

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Thu, 17 Oct 2002 12:36:00 GMT

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Here is the order of importance when building assets for Renegade (things on top are most expensive so optimize in this order)- Minimize the number of non-opaque polygons (alpha, additive, etc)- Use one material per mesh!- Minimize the number of separate meshes- Minimize the number of textures- Minimize the number of verticesIf you're making objects, you should also only use the WWSkin modifier when absolutely necessary and minimize the number of objects that have "Export Transform" enabled.Maybe you're using a lot of alpha or you need to "clump" your geometry into fewer, bigger meshes.greg

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Fri, 18 Oct 2002 16:04:00 GMT

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geocities dont werk

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Fri, 18 Oct 2002 16:10:00 GMT

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Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Fri, 18 Oct 2002 16:47:00 GMT

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Well, what a peice of crap!Someone gimmie a site where i can host my pics and stuff. What were those renegade ones???

Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Sat, 19 Oct 2002 13:05:00 GMT

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quote:Originally posted by scarface:Thanks Greg! And, alright, heres a screenshot of the map:http://www.geocities.com/scarface_modder/Screen8.jpg I have already posted images of this before. You can see the hogs and razor wire in the far right. This mod is about 80\% complete. I'm still working on the final meshes, and fixing up mistakes (there were alot of them). I still have level edit to work on. I hope to have the beta version out in a few weeks. Btw, copy the url into you address box, UBB code isn't working for me. It looks nice.
