
Subject: cool idea

Posted by [bandie63](#) on Sun, 03 Apr 2005 01:39:22 GMT

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I was wondering if someone could model a new flame for the ftank... It would just be like a little bullet like the auto rifle. That way, it wouldnt decrease fps as much Thanks in advance!

~Bandie

Subject: cool idea

Posted by [icedog90](#) on Sun, 03 Apr 2005 01:45:08 GMT

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Faster solution: buy a better video card.

Subject: cool idea

Posted by [tooncy](#) on Sun, 03 Apr 2005 02:43:33 GMT

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Expensive solution: buy a better video card.

Subject: cool idea

Posted by [icedog90](#) on Sun, 03 Apr 2005 02:52:17 GMT

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But it's faster.

Subject: cool idea

Posted by [WNxCABAL](#) on Sun, 03 Apr 2005 03:09:42 GMT

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bandie63, what graphics card do you have?

Subject: cool idea

Posted by [IRON FART](#) on Sun, 03 Apr 2005 03:42:41 GMT

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The flame tank flame doesn't reduce the FPS all that much, it's just when there are like 3 or 4 or

even more of them together, then the FPS reduces. But having said that, the same happens for any tank.

Subject: cool idea

Posted by [icedog90](#) on Sun, 03 Apr 2005 04:55:09 GMT

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My video card is OK and the FPS never did go below 20 in a flame rush.

-Geforce FX 5600 256mb-

Subject: cool idea

Posted by [Blazea58](#) on Sun, 03 Apr 2005 06:17:25 GMT

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I myself like this idea, and would like to see something like this done. I can not handle 8 or more flame tanks, because im usually in servers with 30 people or more, and no vehicle limits because you can repair most back to full hp.

My fps decreases alot in large rushes with flame tanks, and i could see this type of thing that bandit wants only being a benifit in that category.

Telling people to buy a new video card, just because they wan't their game to run better is insane. I can still play the game fine , but i would like it a hell of alot more if the flame was changed.

Subject: cool idea

Posted by [Naamloos](#) on Sun, 03 Apr 2005 12:23:14 GMT

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On my older comp my FPS went to 5 in a flame tank rush.

Now it stays above 30...

If this can be changed please do so.

Subject: cool idea

Posted by [danpaul88](#) on Sun, 03 Apr 2005 12:27:18 GMT

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my fps does not drop below 40 on a flamer rush....I have a radeon 9800se 128mb

Subject: cool idea

Posted by [bandie63](#) on Sun, 03 Apr 2005 15:35:16 GMT

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WNxCABALbandie63, what graphics card do you have?

intel extreme intergrated :oops:

so... can someone do it?

Subject: cool idea

Posted by [danpaul88](#) on Sun, 03 Apr 2005 16:45:46 GMT

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It should just be a simple matter of changing the projectile model, and anyone who has fps probs and dont mind the flame tank looking like its firing bullets can download it

but the number of projectiles would not changes, so I dont think it would actually make an awful lot of difference. The reason it kills fps is because of the amount of projectiles its firing at once.

Also, if ur changing the model then RG would probably not like it...

Subject: cool idea

Posted by [WNxCABAL](#) on Sun, 03 Apr 2005 17:02:41 GMT

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bandie63WNxCABALbandie63, what graphics card do you have?

intel extreme intergrated :oops:

so... can someone do it?

yea, shite card lol, just buy another.

however, to change the flame ammo animation with something as you described you would be required to put the w3d in your data directory.

This would be blocked by Renguard.

Anyways, I've just created a simple emitter.

Just put it in your data..

http://cabalonline.com/downloads/renegeade/e_flametank.zip

Andy.

Subject: cool idea

Posted by [bandie63](#) on Sun, 03 Apr 2005 18:54:01 GMT

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thx

ps: i dont use RG. it blocks some cool moddles i have... where is that thing where you get it (alternate moddles) approved?

Subject: cool idea

Posted by [reborn](#) on Sun, 03 Apr 2005 18:59:21 GMT

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even if you have a great video card the high amount of particles in the flames make the server FPS drop like a bitch when there is a flame rush
you might not be around and if the vis setting are all set up properly it wont kill your video card, however the poor server has to draw everything for everyone
however you can remove some files from the always2.dat server side using xxcmixer to help reduce this, after all the server doesnt need to draw it all does it... its not like it needs to see the flames, and the flames are controlled client side so its not like it actually effects anything.
But yeah a nice improved and streamlined flame would be nice client side, and rg approved would also have to be a must.. cp2..?

Subject: cool idea

Posted by [Majiin Vegeta](#) on Sun, 03 Apr 2005 19:57:38 GMT

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icedog90But it's faster.

how can you be so sure

buying a new video card requires you to walk or drive or bus or whatever to the shop look for a card and a nice price buy it and get back home then you have to install it update drivers etc..
where i live that would take me a good 2-3 hours

to change the flame for the tank would require you to make a very small model which could take what 5 mins?

also andy anychance you can show a screenshot of your emitter thing working O_o
does this also change for the flame trooper?

Subject: cool idea

Posted by [icedog90](#) on Sun, 03 Apr 2005 20:01:24 GMT

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Majiin Vegetahow can you be so sure

buying a new video card requires you to walk or drive or bus or whatever to the shop look for a card and a nice price buy it and get back home then you have to install it update drivers etc.. where i live that would take me a good 2-3 hours

<http://www.newegg.com>

Plus, your idea of buying a new video card would actually be faster. This topic has been around for a day until someone finally made a replacement. Your idea of buying a video card would take 2-3 hours.

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Posted by [bandie63](#) on Sun, 03 Apr 2005 21:11:32 GMT

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Majiin Vegetaicedog90But it's faster.

also andy anychance you can show a screenshot of your emitter thing working O_o

funny thing about that... i didnt notice any change

Subject: cool idea

Posted by [WNxCABAL](#) on Sun, 03 Apr 2005 23:44:03 GMT

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Majiin Vegetaicedog90But it's faster.

how can you be so sure

buying a new video card requires you to walk or drive or bus or whatever to the shop look for a card and a nice price buy it and get back home then you have to install it update drivers etc.. where i live that would take me a good 2-3 hours

Nah, you just goto ebayer

Majiin Vegeta

also andy anychance you can show a screenshot of your emitter thing working O_o

Yea, here's a SS..

Majiin Vegeta

does this also change for the flame trooper?

No, the flame trooper uses a different emitter, I can do one for that aswell if you like [/url]

Subject: cool idea

Posted by [Aircraftkiller](#) on Mon, 04 Apr 2005 00:33:41 GMT

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The emitter is not what causes framerate issues. I did this "replace the emitter" stuff a long time ago to keep higher framerates during mass assaults and the result was identical, even with two or three puffs of flame per five seconds.

It's the CPU processing. The computer has to calculate the flame projectiles, because it works like a huge double barreled shotgun. More than three of these will bog down any CPU because of the intense processing that's happening.

It most certainly is not the emitter. As I said, I tested this before... Well over a year ago.

Subject: cool idea

Posted by [WNxCABAL](#) on Mon, 04 Apr 2005 08:00:45 GMT

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I thought it was just me when the FPS didn't improve when using the replacement.
Agh well, bandie63, just buy another card!

Subject: cool idea

Posted by [Naamloos](#) on Mon, 04 Apr 2005 12:32:36 GMT

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I always thought it was the emitter...

Good to know this. I may be able to fix this in my "stuff".

Subject: cool idea

Posted by [icedog90](#) on Mon, 04 Apr 2005 22:03:59 GMT

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See, the only option is to upgrade your video card or CPU.

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Posted by [Spice](#) on Tue, 05 Apr 2005 00:55:56 GMT

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Renegade is mostly CPU based I've heard. So It would just be better to upgrade your CPU.

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Posted by [icedog90](#) on Tue, 05 Apr 2005 03:50:34 GMT

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That's not true, because a long time ago when I first got this computer, I still had to use the same video card from my old one and it was only like a 15 FPS increase overall. That was from 500mhz to 2.1ghz.

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Posted by [Slash0x](#) on Tue, 05 Apr 2005 06:27:36 GMT

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Just get 768+ RAM added to your computer, that solved my problems. Video card doesn't really effect it a whole lot. Plus another thing, if you can only see 30 frames per second on your screen, why do you need to have 60+?
