
Subject: LE vs RenX - When to place vegetation
Posted by [Cpo64](#) on Fri, 09 Feb 2007 01:46:29 GMT
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Few years ago, last time I was participating in the community, there was a small "argument" about when to place vegetation and other decorations on the map.

If I recall, it was said that placing items in LE caused a small performance hit, while placing them in renx is just plane annoying.

Was it ever proved that placing items in LE caused the map to run slower? Because I really don't like planting thick vegetation in renx, its just so inaccurate and time consuming.

Did anyone ever write a MAXscript that placed proxies for vegetation automatically?

Subject: Re: LE vs RenX - When to place vegetation
Posted by [Jerad2142](#) on Fri, 09 Feb 2007 02:47:05 GMT
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Cpo64 wrote on Thu, 08 February 2007 18:46
Did anyone ever write a MAXscript that placed proxies for vegetation automatically?
If it did slow down the game, you couldn't use proxies.

Subject: Re: LE vs RenX - When to place vegetation
Posted by [R315r4z0r](#) on Fri, 09 Feb 2007 03:18:50 GMT
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I don't see how... seeing as it is the same number of polys either way...

but I'm just a big n00b...

Subject: Re: LE vs RenX - When to place vegetation
Posted by [Titan1x77](#) on Fri, 09 Feb 2007 03:51:08 GMT
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This was stated from ACK, not sure what his resources were, or If he did a benchmark himself...

but as far as I can recall, it was that the game managed it all as one object....instead of managing the main mesh and all other objects seperatly.

You could place the proxies and then unlock and move them after, but you would need to do this each time...and that may also be a performance hit.

I'd say some plain ol static meshes shouldnt really effect it much, but any plants i used was

always placed in Ren-x...I could also scale them different sizes easier this way...and maybe manipulate a few polys here and there to add variation.

You could do a random test with a map with bases and just add a bunch of vegetation in ren-x than test and try and replicate the same amount in LE??

Subject: Re: LE vs RenX - When to place vegetation
Posted by [Blazea58](#) on Fri, 09 Feb 2007 04:07:36 GMT
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Yea i think that overall you should just do all that in renx, as your variety will be better and temps lists will be alot shorter. Think about if you wanted every plant a different size from the next and putting those into le as temps, yes it will hit preformance especially in Level edit itself since it typically runs only at 20 fps.

So in theory it probably is worse to add them in level edit itself, but it sure does speed up the time consuming task, but doesn't allow freedom.

That was done with renx, 6000 polygons of alpha channels. I garuntee there will be extreme slowdown in level edit itself if you exported one set then used that w3d in level edit.

So i don't know for sure if it will slow down ingame, but i would say it's alot better to use renx for all your objects unless they are animated and such.

Subject: Re: LE vs RenX - When to place vegetation
Posted by [Titan1x77](#) on Sat, 10 Feb 2007 01:41:43 GMT
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while we are on this topic, i always thought vegetation didnt need a draw distance of 300....

So perhaps you could place them all in Ren-x, then export a single mesh for them to include in LE seperatly.

In LE i think there is some settings to view them from a distance (been along time since ive been in LE)

If not Im almost positive theres a script to view an .w3d from a certain distance....This would be easier to create dense areas and have it fade in if possible.

I know the source engine uses a fade distance for objects...Could this be the next step for the old W3D engine updates from saberhawk or jonwil?

Subject: Re: LE vs RenX - When to place vegetation
Posted by [nopol10](#) on Sat, 10 Feb 2007 06:56:46 GMT
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What's the difference between fade and draw distance?

Subject: Re: LE vs RenX - When to place vegetation
Posted by [Jerad2142](#) on Sat, 10 Feb 2007 08:26:30 GMT
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nopol10 wrote on Fri, 09 February 2007 23:56: What's the difference between fade and draw distance?
Fade would be like fade in when you reach a certain distance, kind of like a vehicle uncloaking.
