
Subject: serious issue please read!!!

Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:13:00 GMT

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i need someone to help raise the FPS!!Please take a few mins to d-load and run through my map and let me know what to do to raise the FPSI tested with two players and it was fine but when tested again with a few players there fps dropped to zero when using tanksIm gonna flatten my walls and take out some trees other then that i optimized my dome polygons to 2200 and that all i can do without changing the geomtry of the structureonce again i urge you to please just take a few mins of your time to help raise the FPSThank youd-load the map at www.renmaps.com or at www.renbattle.com undermap pack 5C&C_TiberiumPit

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:23:00 GMT

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Does your map contain VIS secotrs and have the vis data built? also have you built the dynamic culling system in Leveledit?I tested the map in single player LAN and my fps went from 60 to 4 in some areas the frame rate was all over the place where as on most maps including custom maps my fps is 60. My fps rarly drops to 30 like it did on that map when moving around in a vehicle.Geforce 4 ti 4600AMD Athlon XP 2000+256 MB PC2100 DDR SDRAM [February 23, 2003, 10:34: Message edited by: General Havoc]

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:32:00 GMT

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the map is a heighfield and i couldnt use vis.i did generate vis but the ground disappeared when i exported it...so i discarded visdoes this mean i have to rebuild culling or should it be ok stillim gonna make some changes to the original level b4 i optimized then regenerate more human pathfinds and then im gonna rebuild culling"i would just like some more tips on how to get my fps alot higher so next time i export it will run a whole lot better

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 10:35:00 GMT

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can i generate vis for my imported objects in renx?im not sure on how to do this in renxim a newb when it comes to mapmakingThanks for testing i really appreciate it!!Any suggestions? [February 23, 2003, 10:37: Message edited by: Titan1x77]

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:51:00 GMT

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after testing for awhile i believe its all the alpha meshes on the torture chambers and cryo chambers that cause a really low fps!!! i want to have those becuz without them my map wont be the same. what can i do to keep them and raise the fps?
