Subject: Poly Amount
Posted by Gen_Blacky on Sat, 19 Apr 2008 04:52:16 GMT
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Ok I have two questions whats the recommend amount of polys for a map and whats the max.

Is there a way to reduce the amount of poyls in a object without loosing its shape ?

Subject: Re: Poly Amount
Posted by LR01 on Sat, 19 Apr 2008 08:11:16 GMT
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the recommend? well, I thought WW maps are 20,000, but as also for max, well there is max amount you can use en LE but I don't know that.
How much can the renegade player's computer handle these days?

and try optimize, if you de it well, it should get you a nice result

Subject: Re: Poly Amount
Posted by Gen_Blacky on Sat, 19 Apr 2008 17:11:13 GMT
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most people computer now days can handle 200,000 ploys but i think renegade engine can handle 30,000.

Subject: Re: Poly Amount
Posted by GEORGE ZIMMER on Sat, 19 Apr 2008 17:12:57 GMT
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Ever played rp2?

Subject: Re: Poly Amount
Posted by Gen_Blacky on Sat, 19 Apr 2008 17:33:05 GMT
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i guess that recommend poly amount cause i seen maps with almost a million polys.

Subject: Re: Poly Amount
Posted by danpaul88 on Sat, 19 Apr 2008 18:59:38 GMT
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30,000 polys PER MESH. RP2 will most likely split each large mesh into several smaller ones to make the engine accept it. A single mesh of over 30,000 (ish) polys will crash the engine as soon as it's loaded.

Subject: Re: Poly Amount
Posted by Gen_Blacky on Sat, 19 Apr 2008 19:21:50 GMT
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o ok , thanks that helps a lot

Subject: Re: Poly Amount
Posted by Stefan on Sat, 19 Apr 2008 19:35:22 GMT
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i once put a 500.000 polygon model ingame it was untextured, that's why it didnt crash the game i guess.

Subject: Re: Poly Amount
Posted by cnc95fan on Sat, 19 Apr 2008 19:46:27 GMT
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It's not the maximum, but it's whats recomended. OWA sent me this list a few days ago-
Characters: 4000
Vehicles: 3000 - 5000
Buildings Exterior: 5000
Buildings Interior: 5000
Static objects/map objects: 2000 max

Subject: Re: Poly Amount
Posted by Veyrdite on Sun, 20 Apr 2008 03:09:02 GMT
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The renegade engine (W3d engine) can handle more polygons than the Unreal3 (hundreds of thousands) engine, but unfortunately can't handle them with any sort of texturing. Also note that when textures are applied the lighting also gets more complex, another let-down of the engine.

Subject: Re: Poly Amount
Posted by Renx on Sun, 20 Apr 2008 05:30:48 GMT

130k poly model, one of the most detailed ever made for Renegade

http://www.renegadeforums.com/index.php?t=msg&goto=71591&rid=735

Subject: Re: Poly Amount
Posted by danpaul88 on Sun, 20 Apr 2008 11:59:03 GMT

Indeed, but the model has multiple meshes, hence why it does not crash the engine.

Subject: Re: Poly Amount
Posted by saberhawk on Sun, 20 Apr 2008 21:33:37 GMT

You can have 65535 vertices per-mesh at the most (technical limit, models are indexed data, the indices are 16 bit integers)

Subject: Re: Poly Amount
Posted by Jerad2142 on Mon, 21 Apr 2008 14:44:09 GMT

Renx wrote on Sat, 19 April 2008 23:30130k poly model, one of the most detailed ever made for Renegade

http://www.renegadeforums.com/index.php?t=msg&goto=71591&rid=735
Funniest thing I have read all day.

Subject: Re: Poly Amount
Posted by Jerad2142 on Mon, 21 Apr 2008 14:46:04 GMT

[quote title=Jerad2142 wrote on Mon, 21 April 2008 08:44]Renx wrote on Sat, 19 April 2008 23:30130k poly model, one of the most detailed ever made for Renegade

http://www.renegadeforums.com/index.php?t=msg&goto=71591&rid=735
Funniest thing I have read all day.

Saberhawk wrote on Sun, 20 April 2008 15:33You can have 65535 vertices per-mesh at the most (technical limit, models are indexed data, the indices are 16 bit integers)
Basically if you took a plane and gave it 65535 vertices and exported it, it would work. If you gave

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it 65536 it would crash the game, but it you broke it in half, into TWO meshes and then exported it would work again.

Subject: Re: Poly Amount
Posted by saberhawk on Tue, 22 Apr 2008 06:43:27 GMT
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[quote title=Jerad2142 wrote on Mon, 21 April 2008 16:46]Jerad wrote on Mon, 21 April 2008 08:44Renx wrote on Sat, 19 April 2008 23:30130k poly model, one of the most detailed ever made for Renegade

http://www.renegadeforums.com/index.php?t=msg&goto=71591&rid=735
Funniest thing I have read all day.

Saberhawk wrote on Sun, 20 April 2008 15:33You can have 65535 vertices per-mesh at the most (technical limit, models are indexed data, the indices are 16 bit integers)
Basically if you took a plane and gave it 65535 vertices and exported it, it would work. If you gave it 65536 it would crash the game, but it you broke it in half, into TWO meshes and then exported it would work again.

You wouldn't be able to export 65536 vertices. Best case, it references vertex 0 instead of 65536, worst case it crashes the exporter.

Subject: Re: Poly Amount
Posted by Blazea58 on Tue, 22 Apr 2008 07:59:05 GMT
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I think the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people.

Thats the rp2 in current state and thats excluding everything added from level edit. Our current tests run at great fps.

Subject: Re: Poly Amount
Posted by Jerad2142 on Wed, 23 Apr 2008 14:50:41 GMT
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Blazea58 wrote on Tue, 22 April 2008 01:59I think the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people.

Thats the rp2 in current state and thats excluding everything added from level edit. Our current tests run at great fps.

I still want to know how to get that counter up.

(And yes about 5000 sounds right, I will see if lowering how many polygons on level 12a have alpha blend applied to them will fix the texture flickering or not).

Subject: Re: Poly Amount
Posted by The Executor on Wed, 23 Apr 2008 16:12:52 GMT
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So which is better? Do you want more or less polys and why?

Subject: Re: Poly Amount
Posted by HeavyX101- Left on Wed, 23 Apr 2008 22:30:02 GMT
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Blazea58   u use renx for making models for rp2 ?   it might be easier to use 3ds max 8 i recommand gettign that

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Subject: Re: Poly Amount
Posted by Gen_Blacky on Wed, 23 Apr 2008 22:32:54 GMT
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3ds max does not have rentools that renx has , but you can always export as .3ds and import into renx.

Subject: Re: Poly Amount
Posted by HeavyX101- Left on Wed, 23 Apr 2008 22:46:15 GMT
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http://renhelp.net/downloads/W3D_Exporter.zip
+W3D exporter
+W3D tools
+W3D texturer
http://renhelp.net/downloads/W3DImporter2.zip
+ W3D importer

well that is what u need to make 3ds max 8 work for renegade

Subject: Re: Poly Amount
Posted by GEORGE ZIMMER on Wed, 23 Apr 2008 23:01:13 GMT
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That might have been handy when he first started it, but I don't think exporters are 100% reliable
due to the fact that they CAN screw things up.

Subject: Re: Poly Amount
Posted by Canadacdn on Wed, 23 Apr 2008 23:04:47 GMT
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Blazea58 wrote on Tue, 22 April 2008 02:59I think the limit on alpha blended meshes is
somewhere around only 5000 polygons also, so getting something on a large scale that has alot
of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of
it is just seperated enough that it wont lag most people.

Thats the rp2 in current state and thats excluding everything added from level edit. Our current
tests run at great fps.

I'm actually impressed at how well RP2 runs on the W3D engine. Usually anywhere on the map
you are rendering 50,000+ polygons in the regular draw distance, plus dozens of high-resolution
textures.

Subject: Re: Poly Amount
Posted by HeavyX101- Left on Wed, 23 Apr 2008 23:13:18 GMT
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Canadacdn wrote on Wed, 23 April 2008 18:04Blazea58 wrote on Tue, 22 April 2008 02:59I think
the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting
something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all
blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people.
(lol u kno the picture)Thats the rp2 in current state and thats excluding everything added from
level edit. Our current tests run at great fps.

I'm actually impressed at how well RP2 runs on the W3D engine. Usually anywhere on the map
you are rendering 50,000+ polygons in the regular draw distance, plus dozens of high-resolution
textures.
i agree with u, it does not really matter if they make high graphic textures , they should make them
like renegade does
it is related to renegade engine   isnt it ?

Subject: Re: Poly Amount
Posted by Veyrdite on Wed, 23 Apr 2008 23:20:30 GMT

Does RP2 use VIS? If not then I'm bloody amazed.

Subject: Re: Poly Amount
Posted by Jerad2142 on Thu, 24 Apr 2008 03:55:36 GMT

Dthdealer wrote on Wed, 23 April 2008 17:20Does RP2 use VIS? If not then I'm bloody amazed.
I destroyed RP2's vis for the next release when Canadacdn wasn't looking. Because if your map doesn't have a complete vis it just makes it run worse.

Subject: Re: Poly Amount
Posted by saberhawk on Thu, 24 Apr 2008 04:46:04 GMT

Blazea58 wrote on Tue, 22 April 2008 02:59I think the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people.

Thats the rp2 in current state and thats excluding everything added from level edit. Our current tests run at great fps.

There isn't such a limit, they just start running slowly

Subject: Re: Poly Amount
Posted by Canadacdn on Fri, 25 Apr 2008 02:15:12 GMT

Jerad Gray wrote on Wed, 23 April 2008 22:55Dthdealer wrote on Wed, 23 April 2008 17:20Does RP2 use VIS? If not then I'm bloody amazed.
I destroyed RP2's vis for the next release when Canadacdn wasn't looking. Because if your map doesn't have a complete vis it just makes it run worse.

RP2 never used VIS, and the next version won't use any either. It wouldn't work on a map like it.

Jerad, that "VIS" you mentioned, I am unsure how that got there as RP2 doesn't even have any VIS sectors.

Subject: Re: Poly Amount

Posted by Gen_Blacky on Fri, 25 Apr 2008 21:35:28 GMT
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It doesn't wow such a huge map with no vis sectors surprised it doesn't lag like crazy.

Subject: Re: Poly Amount
Posted by GEORGE ZIMMER on Fri, 25 Apr 2008 23:05:57 GMT
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Maybe if you have a crappy computer, then yes, it'll lag. But the requirements still aren't uber high, since Renegade is nice and allows you not to render things that you can't see.

Subject: Re: Poly Amount
Posted by saberhawk on Sat, 26 Apr 2008 02:26:07 GMT
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With VIS, sure. Without it, it renders everything that is in front of you. Which can be quite a lot...

Subject: Re: Poly Amount
Posted by Gen_Blacky on Sat, 26 Apr 2008 03:55:14 GMT
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yea doesn't take a lot to run renegade i get like 200 fps in ren.

Subject: Re: Poly Amount
Posted by LR01 on Sat, 26 Apr 2008 17:09:53 GMT
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Gen_Blacky wrote on Sat, 26 April 2008 05:55yea doesn't take a lot to run renegade i get like 200 fps in ren.

mmm, I get 60 fps, almost always 60

Subject: Re: Poly Amount
Posted by Gen_Blacky on Sat, 26 Apr 2008 18:01:30 GMT
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i don't use vsync