Subject: quick question
Posted by Anonymous on Sun, 23 Feb 2003 15:29:00 GMT
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ok heres the deal...I removed all objects except the buildings on my mapwhen standing on the northen most part of map looking south inside the weapons factory facing the wall i got 30fpswhen standing on the norhtern most part of map looking north inside of weapons factory facing a wall i got 60fpsShouldnt the culling system make this so its 60 either way since im front of a wall??i have done culling twice and same resultsShould i reset culling?its heightfield so i cant generate vis.This same thing happens with east to west and viceversa.No matter infront of a wall or not its the same FPS ,unless i look towards the sky or ground then its 60Someone please help!!!???ive read thru renhelp1.9and the rnmm tutorialand ive followed the optimize steps in themprehaps i have to regenerate pathfind again or add more ....but im pretty sure that isnt the problem