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Subject: My final renalert map.

Posted by [Aircraftkiller](#) on Tue, 30 Nov 2004 01:02:58 GMT

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Yes it does. It drops framerates, instead of adding to them. Visibility rendering is a waste of time for several reasons:

Anything larger than 300x300 generic units will take hours to render.

The more vis sectors you have, the longer it takes.

The more vis sectors you have, the worse your framerates are - your video card still "knows" they exist and your CPU has to take processing time in order to make things invisible from each sector.

Manual visibility correction points make W3D run slower than without placing them.

Without visibility, you simply render whatever is there instead of rendering everything around you. That's exactly what the vis sector does. It forces your video card to render everything the sector dictates, including what's to your left/right, behind you, above you, and below you. Without visibility rendering, you only see what's directly in front of you, not what's around you.

No levels in RA use visibility rendering except for Fissure and CTFissure. The rest run fine without the sectors being placed.

Whoever told you that visibility rendering is wrong and needs to spend some time working with the engine, instead of making assumptions.

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