
Subject: connecting maps with teleporters (maybe vis) ?
Posted by [Crow3333](#) on Fri, 02 Mar 2007 22:13:30 GMT

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Hey

I have to big maps, both have many textures and polygons. I want connect them though a teleporter room. You respawn in this room and can choose which map you would like to go. If you die you will respawn back in the room.

Is there a chance to get the engine to render the map only when you enter it through the teleporter? I want to increase the FPS

Example:

Would be nice if someone could describe how it can be done.
