
Subject: Re: C&C_Epocilation

Posted by [Titan1x77](#) on Wed, 25 Jul 2007 19:40:34 GMT

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You may need VIS... I'd generate it, its easy to setup in Ren-x...and the only pain is running thru looking for errors, but it will pay off in the long run.

im assuming the bases are more then 300 meters(as renegade wont render that far) from each other, so you wont notice much dip in the FPS when running around by yourself.

Once you get 32+ players you'll be wishing you had VIS tho...

Sucks to work with an old engine like this, but it's something that has to be done, nowadays VIS is a thing of the past.
