Reaver11 wrote on Fri, 02 April 2010 13:15
The pathfind generator is indeed a requirement to make your vis system. However the generation of the pathfind is not.
I have tried this out on the map field in leveledit.
(Though field is size matter not comparable to RP2)

The max sample height is indeed 20 meters. Yet by adding extra vis planes heigher in the air you can make the vis for flying units.

Though considering the vast size of the RP2 city I doubt vis is easy done. Even with my ideas. Yet I do realise for me currently its easy talking since I'm not the one modding in RP2. (meaning I dont see the actual situation)

Conclusion:
I think a vis system is possible to be made for RP2 however I do realise this would take vast amounts of time. Probably in terms of months(especially to get it for optimized).
Also I have respect for what you guys have made I know it's no easy to pull it off.
I'd like you to generate vis for CnC field, see how long that takes. Then decide how many cnc fields will fit into rp2 10,000x by 10,000y playing field, then decide how long that vis generation would take, then multiply that once for every time you need one forever 20m you go up into the air. In addition, one of the first steps of generation vis is building the dynamic Culling System, which indeed is pathfind. But even if it wasn't, all the other steps of vis DO use memory. Plus I have a feeling that having several trillion vis sectors would in the end cause your graphics card to do MORE work than just letting it render all the meshes already on the map.

HaTe wrote on Fri, 02 April 2010 11:51Quote:FPS is your side not the server.
When i can maintain a steady 75 fps with 30 people in game, then join the rp2 server and can barely hold an 11 fps, i think it might not be my fault....
RP2 is not a map, its a mod, it has higher system requirements then standard Ren.

CarrierII wrote on Fri, 02 April 2010 02:08/me wonders if it would be possible to hack the format of the stored vis data, and create a 64-bit exe to calc the vis...

Probably more effort than it's worth.

Even if we did manage to pull it off I bet we'd turn around and find out ren is only 32 bit and thus couldn't support a 64 bit pathfind.