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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 06:20:50 GMT

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As much as I hate doing it, I will be adding visibility rendering to the level. That will bring frame rates up considerably, but the fact that you can't even draw the GDI base until you're in the middle of the map will also help alleviate any FPS issues. Same goes for the Nod base, you can't draw it until you're at the Ore Refinery.

To give you a sense of scale, if you were to start from the GDI Tiberium field on Glacier Flying and run all the way to the Nod Power Plant, that would be the size of the battlefield on Fjord from the GDI walls to the Nod Obelisk. The two bases are outside of that radius. It's a bit bigger than the stock Renegade levels but it's also got a lot more potential for gameplay.

Also, with vis rendering, I will need everyone's help to spot visibility errors - you'll notice them when you see a part of the level turn transparent. I'm hoping that it will cull a lot of the trees that you can't actively see, especially with how hilly the terrain is.

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