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Subject: Re: C&C Tiberium Garden

Posted by [Fabian](#) on Tue, 25 Oct 2011 20:45:27 GMT

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danpaul88 wrote on Tue, 25 October 2011 08:11 If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.

The five utility poles and all the wiring are currently accomplished with a single draw call. We'll definitely be combining meshes where ever possible, within reason (w3d appears to not support meshes above a certain number of triangles, so combining every single last tree, for example, probably won't be possible)

grant89uk wrote on Tue, 25 October 2011 09:10 liquidv2 wrote on Tue, 18 October 2011 04:50 does the fence block vehicles?

I would like to know this too. One major problem with renegade is the way in which everything is so static and unchangable. I know the engine is old and might not be the greatest but some level of destructiveness in the environment would be great. Because lets face it, tanks should be able to run over wooden fences lol..

These aren't currently placed in a map and there aren't any collision settings in place. Things that like the fence that look like they shouldn't block vehicles could be placed in areas that vehicles can't access in the first place to avoid the issue altogether.

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