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Subject: The Amazingly Fast W3D Engine

Posted by [SomeRhino](#) on Sun, 27 Jun 2004 21:57:39 GMT

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As I did about a year ago, today I ran some tests on the W3D Engine. My old tests were still giving me about 60 FPS, which wasn't a very good indicator. This time I loaded an extremely dense hightfield level with assets from the now cancelled Renegade 2 (a semi-remake of the demo level), sort of hoping to crash the engine (the level was around 130,000 polygons, with many of them rendering with 512^2 transparency maps). However, when I loaded it up, I was amazed to find it still running at a consistent 20 FPS.

The lowest I could find it running was here, where I got 12 FPS:

20 FPS may not seem very fast, but that's due to my video card. I get that same speed during the SP missions, and even slower online (that is, at 1024x768 res, some of the images were scaled down).