
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).

Subject: The Amazingly Fast W3D Engine
Posted by [smwScott](#) on Sun, 27 Jun 2004 22:03:22 GMT
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Impressive, some of those screenshots even have a Far Cry look to them (although obviously not as good). It'd be nice if some of the mod teams would make maps that truly pushed the engine to it's limits.

Subject: The Amazingly Fast W3D Engine
Posted by [Deactivated](#) on Sun, 27 Jun 2004 22:13:25 GMT
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The Renegade Combat Engine is very advanced by year 2001 standards. And even by now 2004, it still has a lot of potential.

Subject: The Amazingly Fast W3D Engine
Posted by [Nodbugger](#) on Sun, 27 Jun 2004 22:16:26 GMT
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what video card do you have?

Subject: The Amazingly Fast W3D Engine
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 22:31:58 GMT
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It's W3D, not the "Combat Engine" you fool...

If we all pushed the engine to its limits, we'd be having people with 5 FPS all the time. Remember that it's okay for SP missions, but once you get into a MP environment, that shit won't cut it.

Subject: The Amazingly Fast W3D Engine
Posted by [Deactivated](#) on Sun, 27 Jun 2004 22:47:05 GMT
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Subject: The Amazingly Fast W3D Engine
Posted by [jd422032101](#) on Sun, 27 Jun 2004 22:50:25 GMT
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Subject: The Amazingly Fast W3D Engine
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 23:01:31 GMT
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You ever think "Combat engine" refers to the weapon physics and presets?

WS has always called it W3D. It was shipped under the name "W3D." It is W3D.

Subject: The Amazingly Fast W3D Engine
Posted by [Deactivated](#) on Sun, 27 Jun 2004 23:21:34 GMT
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Whatever. Let's just call it W3d then and everyone is happy.

Subject: The Amazingly Fast W3D Engine
Posted by [Sanada78](#) on Sun, 27 Jun 2004 23:39:33 GMT
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I bet you could make a map with 200,000 polygons and it'd work. But, like some have already said, your FPS would be very low.

My Woodland map was about 128,000 in gmax, maybe more with the objects added in LE. I got around 60 FPS playing it solo most of the time (it had Vis done too). The biggest drop was done to about 30-40 FPS looking over the area with all the trees from the bridge.

Guess I went mad with those very high poly trees and bushes...

Subject: The Amazingly Fast W3D Engine
Posted by [Sanada78](#) on Sun, 27 Jun 2004 23:40:25 GMT
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EDIT: Somehow quoted myself.

Subject: The Amazingly Fast W3D Engine
Posted by [Jaspah](#) on Mon, 28 Jun 2004 03:12:18 GMT
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What's with the double post?

Subject: The Amazingly Fast W3D Engine
Posted by [SomeRhino](#) on Mon, 28 Jun 2004 03:29:03 GMT
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Nodbuggerwhat video card do you have?

FX 5200

Subject: The Amazingly Fast W3D Engine
Posted by [Mad Ivan](#) on Mon, 28 Jun 2004 08:49:02 GMT
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the w3d engine always had a lot of potential. Its use is limited only by the person's Machine. That's why some pretty good mods can be made for the machines of 2006 (them AMD 64 Bit and ATI Radeon X800 that are speculated to start taking over each person's machine starting that year).

Subject: The Amazingly Fast W3D Engine
Posted by [Slash0x](#) on Mon, 28 Jun 2004 08:56:27 GMT
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Damn computer companies. Isn't multiplayer gaming one of the ways they are getting most of

their money?

Subject: The Amazingly Fast W3D Engine
Posted by [icedog90](#) on Wed, 30 Jun 2004 22:55:12 GMT
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How did you get the Renegade 2 assets?

Subject: The Amazingly Fast W3D Engine
Posted by [jd422032101](#) on Thu, 01 Jul 2004 00:08:57 GMT
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he dint i think he siad he made them :

Subject: The Amazingly Fast W3D Engine
Posted by [BabyCatjuhh](#) on Thu, 01 Jul 2004 06:27:52 GMT
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If only someone could make a Renegade 2 mod..

Subject: The Amazingly Fast W3D Engine
Posted by [icedog90](#) on Thu, 01 Jul 2004 06:37:00 GMT
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kaboomer23he dint i think he siad he made them :

He didn't make them, he downloaded the assets before they were removed from the Westood FTP.

Somebody who has them, could you be kind enough to upload them to an FTP?

BabyCatjuhhIf only someone could make a Renegade 2 mod..

There is one, and it sucks.

Subject: The Amazingly Fast W3D Engine
Posted by [BabyCatjuhh](#) on Thu, 01 Jul 2004 19:06:27 GMT
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icedog90kaboomer23he dint i think he siad he made them :

He didn't make them, he downloaded the assets before they were removed from the Westood FTP.

Somebody who has them, could you be kind enough to upload them to an FTP?

BabyCatjuhhlf only someone could make a Renegade 2 mod..

There is one, and it sucks.

Yeah I know that one.. but I mean a REAL mod, like new chars, buildings and stuff. not that .pkg file.

Subject: The Amazingly Fast W3D Engine
Posted by [Slash0x](#) on Thu, 01 Jul 2004 22:42:28 GMT
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LMAO! Ever played Blazers mod? :rolleyes:

Subject: The Amazingly Fast W3D Engine
Posted by [NeoSaber](#) on Fri, 02 Jul 2004 04:10:24 GMT
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icedog90Somebody who has them, could you be kind enough to upload them to an FTP?

CnC Source has them up for download:

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=267>

Subject: The Amazingly Fast W3D Engine
Posted by [Havoc 89](#) on Fri, 02 Jul 2004 04:52:38 GMT
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We really underestimate the power of Renegade.

Subject: The Amazingly Fast W3D Engine
Posted by [Goltergaul](#) on Fri, 02 Jul 2004 21:15:14 GMT
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hmm ei made a map with... hmm was it 150k polys? i dont know exactly but the engin startet to make grafik errors... im not 100% sure if its because of the polys but i think...

Subject: The Amazingly Fast W3D Engine
Posted by [xptek_disabled](#) on Fri, 02 Jul 2004 21:17:34 GMT
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I would end up getting about 1 FPS on that.

Subject: The Amazingly Fast W3D Engine
Posted by [Demolition man](#) on Fri, 02 Jul 2004 22:13:18 GMT
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NeoSabericedog90 Somebody who has them, could you be kind enough to upload them to an FTP?

CnC Source has them up for download:

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=267> that one is missing some textures tho

Subject: The Amazingly Fast W3D Engine
Posted by [icedog90](#) on Fri, 02 Jul 2004 22:17:33 GMT
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NeoSabericedog90 Somebody who has them, could you be kind enough to upload them to an FTP?

CnC Source has them up for download:

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=267>

Thanks. I found out by a friend a little bit before you replied, lol.
