
Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [flyingfox](#) on Tue, 29 Jun 2004 22:13:32 GMT

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I don't know if the emitters are the problem with it taking your FPS to hell but there was a topic sometime back where people started talking about reducing something to do with it which took away the FPS problems it creates when many are used. How do you do this and do you need any additional software to?

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [PermaGrin](#) on Tue, 29 Jun 2004 22:19:28 GMT

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this is PURELY a GUESS. along the line of editing a model. find and extract the emitter you want to modify (the flamertank/thrower) > bring it into the w3d viewer and edit the "emission rate" (making the rate of which the flame textures are emitted) > save it > name it the same > and place in your data folder. **texture may need to be remapped** once again...this is ONLY a GUESS.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [xptek_disabled](#) on Tue, 29 Jun 2004 22:55:31 GMT

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It doesn't make a difference. Replace the emitter with nothing and you'll still get the FPS drop.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [htmlgod](#) on Wed, 30 Jun 2004 02:44:04 GMT

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My understanding of the issue was that the drop in performance due to Flame emissions was not the actual rendering of the emissions, but rather the CPU processing required to calculate the trajectories of the projectiles - you see, the flame-thrower and flametank both use shotgun type projectiles, which fire multiple projectiles at once, at an extremely high rate of fire, so there is a lot of calculating for the processor to do as to where these projectiles will hit. That is what causes the drop in performance, so to reduce the drop in FPS, one would have to modify the projectiles, which would have to be in a modification of the Objects.ddb controller file, or in a whole new Objects.ddb such as for a total conversion mod.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [Slash0x](#) on Wed, 30 Jun 2004 09:01:30 GMT

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Almost made me cry with that post. ...

Sounded too professional. How long did it take you to make that post? An hour?

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [Deactivated](#) on Wed, 30 Jun 2004 09:02:04 GMT

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It does make a difference. I have modified the flametank emitter and it uses much less CPU power and doesn't hog it when you zoom really close to it.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [xptek_disabled](#) on Wed, 30 Jun 2004 09:03:06 GMT

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This is done with just a replaced emitter file?

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [Aircraftkiller](#) on Wed, 30 Jun 2004 09:08:57 GMT

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You're full of crap, I did this test well over a year ago and neither I or msgtpain noticed any difference in the game. Flame Tanks and Flamethrowers still caused a huge FPS drop when used en-masse. The emitter has very little to do with it since the CPU is getting bogged down by the preset ammunition database calculations.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [Renardin6](#) on Wed, 30 Jun 2004 11:07:33 GMT

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OMG OMG THAT SUXXOR YOU ALL DIDN'T KNEW THAT!!!

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [flyingfox](#) on Wed, 30 Jun 2004 13:38:54 GMT

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Bah. If I learn out how to modify that objects file, is it possible to get an approved objects.ddb on renguard? Although the file would have to be used after logging on to WOL, seems a bit of work to do every time you want to play. From my understanding too this would change the game for you

only and you'd end up doing more/less damage to people depending on how you modified it??

By the way, maybe some computers notice a difference in FPS with less emitter, you can't rely on just 2 computers to determine that.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [htmlgod](#) on Wed, 30 Jun 2004 13:53:21 GMT

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Well to reduce the FPS drop, you would have to reduce the number of projectiles being fired, so to compensate you would also have to raise the amount of damage done by each projectile. In the end it would probably significantly change the functionality of the Flame Thrower weaponry, and so it is unlikely that it will ever be approved by Renguard. Maybe in one of their Core Patches they will address this issue, but it seems unlikely to me.

flyingfoxBy the way, maybe some computers notice a difference in FPS with less emitter, you can't rely on just 2 computers to determine that.

You missed the point. The FPS drop isn't caused by the emitter, which is why reducing the presence of the emitter won't change anything, on any computer. In order for the emitter to have a profound effect on the FPS, you would have to have a REALLY SLOW graphics card, and a REALLY FAST cpu, because in any other case the computer handles the emitters themselves well enough, but the projectile trajectory calculations are overwhelming.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [icedog90](#) on Wed, 30 Jun 2004 22:48:24 GMT

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Newer computers handle this significantly better. It barely affects the speed unless you have 5 or more Flame Tanks rushing the AGT. It seems to be a lot like how turning everything low in Renegade on a fast computer doesn't change the speed at all, it is barely the same FPS (unless you change the resolution).

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [Chronojam](#) on Thu, 01 Jul 2004 21:02:13 GMT

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Heh, I have a really slow graphics card and a really fast CPU. During flame tank rushes, my FPS is so low that I seriously cannot do more than stand there, I cannot even have the game realize I'm trying to click to fire my weapon.

Subject: Is there a way to reduce the emitter detail on Flame Tanks?

Posted by [flyingfox](#) on Fri, 02 Jul 2004 21:34:56 GMT

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htmlgodWell to reduce the FPS drop, you would have to reduce the number of projectiles being fired, so to compensate you would also have to raise the amount of damage done by each projectile. In the end it would probably significantly change the functionality of the Flame Thrower weaponry, and so it is unlikely that it will ever be approved by Renguard. Maybe in one of their Core Patches they will address this issue, but it seems unlikely to me.

Thanks, and I think it may be possible to keep the balance although flamethrowers and chemical sprayers do seem to be quite dynamic in damage compared to the rest of the features in the game. Maybe lag is the cause of that. But anyway lets say for each flame fired, 3 projectiles hit and for each projectile, 3 damage is done. That would = 9 damage. If you make 1 flame fire 1 projectile, just give that projectile 9 damage. In theory this would work out the same, but it's probably more complicated than that and it might end up giving flamethrowers more power than usual because of the way the projectiles hit around near the flame and normally every projectile might not hit an enemy because of this. With a single projectile being used for a single flame it would do maximum damage if hit and no damage if missed, even in the flame touched the enemy.
