
Subject: My final renalert map.
Posted by [Naamloos](#) on Sun, 28 Nov 2004 22:19:18 GMT
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In case the renalert site is down again, ill post it here to.

I made 1 last renalert map, i had some more to finish but this one was as good as done.

It isn't art, but i had te remove some things to keep FPS at it's best.

It's inf only in a forest, that's really all there is to say

http://80.61.117.220/RA_ThickWoods.zip (thanks to sum41freaky for hosting)

My good bye gift to all those that still play renalert W3D.

Subject: My final renalert map.
Posted by [Spice](#) on Sun, 28 Nov 2004 22:31:56 GMT
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I like the music in the background. Why did you block off the top hill?

It's ok but it has that "made in 15min" look to it.

Subject: My final renalert map.
Posted by [Naamloos](#) on Sun, 28 Nov 2004 22:37:22 GMT
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Blocked the hill for some balance. Rocket soldiers could just "camp" up there.

It took me about 2 hours(prolly less) to place all the tree's, but on the map you have there you only see 50% of em, i had to remove the rest for FPS

Subject: My final renalert map.
Posted by [icedog90](#) on Sun, 28 Nov 2004 23:07:32 GMT
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If you have FPS problems then learn how to do VIS and put it in your level. Also, screenshots would be nice.

Subject: My final renalert map.
Posted by [Naamloos](#) on Sun, 28 Nov 2004 23:10:02 GMT

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I had FPS problems when i placed to many tree's. It didn't have anything to do with the terrain itself.

Subject: My final renalert map.
Posted by [icedog90](#) on Sun, 28 Nov 2004 23:13:06 GMT
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You don't get me. VIS makes it so Renegade doesn't render things you're not looking at. That includes trees.

Subject: My final renalert map.
Posted by [Naamloos](#) on Sun, 28 Nov 2004 23:16:33 GMT
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Hmm, ill look into that next time then.

Now for the screens...

<http://www.n00bstories.com/image.fetch.php?id=1151811939>

<http://www.n00bstories.com/image.fetch.php?id=1094049061>

Subject: My final renalert map.
Posted by [icedog90](#) on Sun, 28 Nov 2004 23:18:25 GMT
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Those trees are from the Renegade 2 assets. You should put that in your credits.

Subject: My final renalert map.
Posted by [Naamloos](#) on Sun, 28 Nov 2004 23:20:58 GMT
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Oh, i made a folder with all sorts of files a long time ago, i forgot where i got them from.

I remember downloading the pack at cnc source, can't be to sure tho.

But didn't WW make it?

Subject: My final renalert map.
Posted by [icedog90](#) on Sun, 28 Nov 2004 23:25:22 GMT
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Westwood made them, they are the Renegade 2 assets that were released a year ago or so.

Subject: My final renalert map.
Posted by [idebo](#) on Mon, 29 Nov 2004 08:09:47 GMT
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That's nice raapnaap, although I don't intend to use them since I uninstalled Renalert..

Subject: My final renalert map.
Posted by [Naamloos](#) on Mon, 29 Nov 2004 13:26:54 GMT
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I was about to unistall it myself untill i thought of it to make 1 last RA map.

Subject: My final renalert map.
Posted by [CnCsoldier08](#) on Mon, 29 Nov 2004 15:13:04 GMT
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Icedog, in renalert Vis is totally pointless, unless the level is fulll of lots of fog. With the new view distance, Vis errors are only fixable up to 300m. So, stop saying Vis! everytime you hear fps problems.

Subject: My final renalert map.
Posted by [Spice](#) on Mon, 29 Nov 2004 18:31:51 GMT
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CnCsoldier08Icedog, in renalert Vis is totally pointless, unless the level is fulll of lots of fog. With the new view distance, Vis errors are only fixable up to 300m. So, stop saying Vis! everytime you hear fps problems.

VIS is not totally pointless in renalert.

Subject: My final renalert map.
Posted by [icedog90](#) on Mon, 29 Nov 2004 22:34:36 GMT

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Also, I only mentioned VIS once, which was in this thread.

Subject: My final renalert map.

Posted by [YSLMuffins](#) on Tue, 30 Nov 2004 00:43:43 GMT

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It never hurts to use VIS anyway.

Subject: My final renalert map.

Posted by [Aircraftkiller](#) on Tue, 30 Nov 2004 01:02:58 GMT

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Yes it does. It drops framerates, instead of adding to them. Visibility rendering is a waste of time for several reasons:

Anything larger than 300x300 generic units will take hours to render.

The more vis sectors you have, the longer it takes.

The more vis sectors you have, the worse your framerates are - your video card still "knows" they exist and your CPU has to take processing time in order to make things invisible from each sector.

Manual visibility correction points make W3D run slower than without placing them.

Without visibility, you simply render whatever is there instead of rendering everything around you. That's exactly what the vis sector does. It forces your video card to render everything the sector dictates, including what's to your left/right, behind you, above you, and below you. Without visibility rendering, you only see what's directly in front of you, not what's around you.

No levels in RA use visibility rendering except for Fissure and CTFissure. The rest run fine without the sectors being placed.

Whoever told you that visibility rendering is wrong and needs to spend some time working with the engine, instead of making assumptions.

Subject: My final renalert map.

Posted by [YSLMuffins](#) on Tue, 30 Nov 2004 04:24:06 GMT

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Well I guess RenAlert has changed many things, because I've never had VIS be counter-productive in anything I've done personally for Renegade. I've had VIS be time-consuming and a hassle, yes, but definitely not a performance hit.

Subject: My final renalert map.
Posted by [Titan1x77](#) on Tue, 30 Nov 2004 07:38:32 GMT
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Vis can only help

Ive Tested many of my maps before VIS was generated and VIS has increased FPS everytime in about 90% of every area of the map.

yes its very time consuming for the mapper, but this will be much appreciated by anyone playing the map.

Subject: My final renalert map.
Posted by [Aircraftkiller](#) on Tue, 30 Nov 2004 10:40:01 GMT
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Probably because your work is crap Titan, and it wouldn't matter if you had visibility or not. I make 60,000+ game levels for RA and framerates are not an often problem with most people, except those with dinosaur computers.

Subject: My final renalert map.
Posted by [Naamloos](#) on Tue, 30 Nov 2004 14:37:25 GMT
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Yea yea, i will see about that VIS next time... this is not the VIS topic.

However something funny, "VIS" means fish in dutch

So back to my map, how crapy is it?

Subject: My final renalert map.
Posted by [YSLMuffins](#) on Thu, 02 Dec 2004 00:11:38 GMT
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NaamloosYea yea, i will see about that VIS next time... this is not the VIS topic.

However something funny, "VIS" means fish in dutch

So back to my map, how crapy is it?

Purged.
