
Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:57:00 GMT

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I made my own map, (about 410x410), with all the buildings, GDI and NOD, a few bunkers and my sniper building (2 of em') with lots of trees and all the goods. When i play it over LAN, it is incredibly laggy. How do i reduce this??

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:01:00 GMT

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less poly count? how many polys are there?

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 16:22:00 GMT

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How do i find how many poly's there are????

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 17:22:00 GMT

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Cough Better video card *Cough*.

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 17:32:00 GMT

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quote:Originally posted by CyborgDC:*Cough* Better video card *Cough*.*cough* and connection type *cough*

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 17:34:00 GMT

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Dude, my vidoe card is 10x better than anything you will ever lay your hands on. It's brand new, and my comp. is a Pentium 4, 2.8 ghz, 80 GB hard drive with 350 RAM. So, go shove it up ur @ss man.

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 17:49:00 GMT

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& a Cable modem bud. (Roadrunner)

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:18:00 GMT

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quote:Originally posted by maytridy:Dude, my vidoe card is 10x better than anything you will ever lay your hands on. It's brand new, and my comp. is a Pentium 4, 2.8 ghz, 80 GB hard drive with 350 RAM. So, go shove it up ur @ss man.*Cough* More RAM *Cough**Cough* Get DDRAM *Cough*

Subject: Reduce Lag

Posted by [Anonymous](#) on Sun, 01 Dec 2002 19:23:00 GMT

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If you are saying 410x410 segments, than that equals out to be over 320 thousand polys on just the ground itself. That's insane for a map, most complete maps range from 10-20 thousand polys.

Subject: Reduce Lag

Posted by [Anonymous](#) on Mon, 02 Dec 2002 14:44:00 GMT

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dont get confused with lag and having a low frame rate. Lan games are not laggy unless you have loads of people on them. I take it your just doing a 1 player test of your map. Dont fool into the trap of thinking a 320,000 polygon map is definately better than any 10-40 thousand map.good gameplay can be created with a much lower polygon count. If your using renx to make your map go into the utilities menu and select polygon count to find out how many your using.you said your map uses lots of trees. Trees are high-polygon objects that should be not be overused especially if youve used so many polygons for the terrain itself. Upload a screenshot of the map so we can see whether or not you are using too many.To improve your frame rate decrees the polygon count,amount of textures,use of alpha blending and try using VIS.VIS is supposed to improve the frame rate but i havent tried it yet myself.

Subject: Reduce Lag

Posted by [Anonymous](#) on Mon, 02 Dec 2002 16:38:00 GMT

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Thanks man, my poly count is 11,650. How do you think that would be in a 10 player game?

Subject: Reduce Lag

Posted by [Anonymous](#) on Mon, 02 Dec 2002 16:41:00 GMT

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I learned that Desapo Objects Make Lagginess i think you need to cut everything that you don't really need...i would have 20 trees max do aviod lag.

Subject: Reduce Lag

Posted by [Anonymous](#) on Mon, 02 Dec 2002 21:17:00 GMT

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quote:Originally posted by Laser2150:I learned that Desapo Objects Make Lagginess i think you need to cut everything that you don't really need...i would have 20 trees max do aviod lag.uhoh
thinks about his island map
