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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 11:09:00 GMT

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ok..my map is almost done. The only real problem with it, is the lack of a constant 50+fps. It seems to drop down to about 20-30 when you get around the Nod carrier. The map has about 69,000 poly's in it. I need to know how to increase the fps. I have a Athlon xp 2000+, .5gig o ram (DDR333) and a gf4ti4600. The lack of fps shouldn't happen. So is there anything i can do?

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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 11:17:00 GMT

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lol, You shouldn't need 69,000 polygons for a Renegade map. Try lowering the amount and apply VIS to it by making a copy of your base mesh and detaching small segments of it, then give them the hide and VIS properties. Run the auto-generate VIS in the editor and then place manual points afterwards.

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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 14:43:00 GMT

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How can a GeforceTI4600 get 50+FPS, my card gets (Geforce 2 MX 400) 60+FPS on my beta map for Team Redagde, with polygons around 10,000 - 30,000. Tip try to upgrade your card, a lot. [ December 19, 2002, 14:44: Message edited by: CyborgDC ]

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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 17:13:00 GMT

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omg! I never made a map that had that many polys! not even when I was a noob!Do you delete the polys that wont ever be seen? like the bottom of a box on the ground? or things low enough you cant see their bottoms?or do you have tons of spheres and cylinders in your map?thats nutso! good luck with online games.

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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 19:14:00 GMT

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Some1 told me once that high Poly count wont affect FPS because your video cards performance is the key. Try this to increase FPS. reset Dynamic Culling system and then Build Dynamic culling system (after U generate pathfind) this will greatly improve FPS without having to Generate VIS

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data.

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Subject: Better FPS on map

Posted by [Anonymous](#) on Fri, 20 Dec 2002 00:07:00 GMT

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quote:Originally posted by aircraftkiller2001:You shouldn't need 69,000 polygons for a Renegade map. EDIT: I should add that you need to try to limit the amount of alpha blending meshes and added effects (dazzles, two-pass materials). [ December 19, 2002, 19:25: Message edited by: Ingrownlip ]

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