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Subject: connecting maps with teleporters (maybe vis) ?

Posted by [Crow3333](#) on Fri, 02 Mar 2007 22:13:30 GMT

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Hey

I have to big maps, both have many textures and polygons. I want connect them though a teleporter room. You respawn in this room and can choose which map you would like to go. If you die you will respawn back in the room.

Is there a chance to get the engine to render the map only when you enter it through the teleporter? I want to increase the FPS

Example:

Would be nice if someone could describe how it can be done.

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Zion](#) on Fri, 02 Mar 2007 22:45:04 GMT

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Unfortunatally, that's not how the Renegade engine works. What you see is what is rendered. If there is something behind it, it's still rendered. Makes for faster load times.

Have you tried taking each map out of the "drawing zone"? The area that's white and each peice is drawn in when you move (C&C\_Roleplay.mix for an example).

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Crow3333](#) on Fri, 02 Mar 2007 23:05:33 GMT

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Hmm, no didn't try that. How can I do that? Do I need to build VIS? thanks for your answer

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Zion](#) on Sat, 03 Mar 2007 01:06:13 GMT

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The only reason you'd add vis is if you get visual errors of being too high, you can see through terrain or it looks like your standing on nothing. You can manually build the vis in gmax/renx with planes (5x5?) at 5m increments up the map to the "vech roof" with the vis checkbox enabled.

To move objects out of the drawing zone make sure the distance between the edge of the spawn zone and the edge of a map is at a minimum, 300 meters. That way it won't be drawn until you move closer or teleport this as you planned.

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Blazea58](#) on Sat, 03 Mar 2007 01:58:58 GMT

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Yea with roleplay2 if it didn't have stuff seperated within thousands of metres apart your fps would be horrible. I think renegade itself doesnt render anything you cannot see, so weather you have 2048x2048 textures, and 20k polygons, long as its more then 300 metres away from the first place, then you wont be rendering the area until you step foot in it.

For yours i would just suggest the teleport room is at 0,0,0 then your map 1 should be at like 350,0,0, map 2, -350,0,0 or whatever works for you. This way when you teleport into map room 1 you wont even be rendering map 2, so that alone will save your fps.

Otherwise do what i do and make an "underworld" for everything thats too many polygons/textures (area thats a few thousand metres away) and dump all those places within, but 300 metres away from eachother.

Example of roleplay2 underworld, all the places are more then 300 metres apart.

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Crow3333](#) on Sat, 03 Mar 2007 08:09:56 GMT

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Thank you very much! It works fine. I have about 40k polygons and about 100 different textures in these maps and a constant fps of 85

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Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Zion](#) on Sat, 03 Mar 2007 09:29:21 GMT

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Considering the official renegade mission maps are over 50k polys within 300 meters and it was supposed to run fine 5 years ago (built in graphics, 32/64mb graphics) you're free to do what you want here, just don't take it over 250k polys per mesh because renegade doesn't like that.

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