
Subject: quick question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 15:29:00 GMT

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ok heres the deal...I removed all objects except the buildings on my map when standing on the northern most part of map looking south inside the weapons factory facing the wall i got 30fps when standing on the northern most part of map looking north inside of weapons factory facing a wall i got 60fps Shouldnt the culling system make this so its 60 either way since im front of a wall??i have done culling twice and same results Should i reset culling? its heightfield so i cant generate vis. This same thing happens with east to west and viceversa. No matter in front of a wall or not its the same FPS , unless i look towards the sky or ground then its 60 Someone please help!!!!??ive read thru renhelp1.9 and the rnm tutorial and ive followed the optimize steps in them prehaps i have to regenerate pathfind again or add morebut im pretty sure that isnt the problem

Subject: quick question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 17:49:00 GMT

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ok so maybe it wasnt a quick question....i was prehaps looking for a quick answer can someone help me its aggravating when u get 30fps inside of a building when your looking at a wall when u turan around at another wall and the FPS double i got screenshots if needed and the map if you want me to send it to you to test

Subject: quick question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 18:57:00 GMT

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well it all depends on the graphics that it is trying to run like say you were in a tank it would go lower than if you had just a person so i dont think culling will help you with this problem sorry

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Posted by [Anonymous](#) on Sun, 23 Feb 2003 19:05:00 GMT

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Wow, I'm not the only one that has only a two star rating.

Subject: quick question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 20:19:00 GMT

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this problem happens on foot....even worse in a tank mammy or flame try 10fps

Subject: quick question

Posted by [Anonymous](#) on Sun, 23 Feb 2003 23:46:00 GMT

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last thing i can think of is that when i started the heightfield it was 500x500I had to cut alot of terrain out seeing i didnt need it.....is it still renerdering the invisible terrain???

Subject: quick question

Posted by [Anonymous](#) on Mon, 24 Feb 2003 08:02:00 GMT

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heightfields are crazy, try to make it so you don't have to render more than 30m out at all times (buildings, trees, walls, mountain, etc..)otherwise, your FPS will go through the floor

Subject: quick question

Posted by [Anonymous](#) on Mon, 24 Feb 2003 12:31:00 GMT

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If you look at a wall, its just one texture, and in most cases one polygon to render, thats why you have a high FPS.If your looking around, or have things like emitters(Falmetank) ther is much more to render and calculate for the engine, so the FPS is lower.Is that quick enough?

Subject: quick question

Posted by [Anonymous](#) on Mon, 24 Feb 2003 13:20:00 GMT

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laubi.....when standing on the northen most part of map looking south "inside" the weapons factory facing the wall i got 30fps(shouldnt it just focus on the wall?)!!Thanks Dante i'll keep that in mind....but if i cover it up with more hills it still renders the things behind it!!URghh Do i have to square all my hills?What if i place manual vis points with out generating vis? [February 24, 2003, 13:25: Message edited by: Titan1x77]
