Subject: W3D Engine Test
Posted by Madtone on Tue, 06 May 2003 04:44:06 GMT
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ok guys, here is another thingy blingy.

Ok, im going to run a test, and i need volunteers.

This test will be to see how many polys each well known Gfx card can handle as well as textures.

Here is how i have thought it would go:

Stage 1 Testing.
A test map is created without textures(already doing) and then each tester downloads and tests it in a 1 player Lan game, records the FPS and any lag that the tester might be experiencing.

Then the testers get together and play it on a 8 player server, each tester records their FPS and any lag issues they may have.

Stage 2 Testing
The same steps as before but with a textured map.

Stage 3 Testing
A few more test maps are created without textures, but lowering the poly count for each map gradually to try and get the best results for the lower quality video cards.

Same steps as above are taken for each map

Stage 4 Testing
Same as above but with Textured maps.

Once all the testing has been complete the results are sent to me and then i make 3-4-5 tiers. Each tier will include the poly count of the map that each video card got the best results on.

So say something like this (this is only dummy data!!):

==========
---Tier 1 - Polys 400,00---
Nvidia GeForce4 Ti
Nvidia GeForce3

---Tier 2 - Polys 100,000---
Nvidia GeForce1 Ti
Nvidia GeForce74 MX

---Tier 3 - Polys 70,000---
Nvidia GeForce1 Ti
Nvidia GeForce74 MX

---Tier 4 - Polys 10,000---
Nvidia GeForce1 Ti
Nvidia GeForce74 MX
==========

Then when a modder creates a map/mod, he give it a tier so that everyone knows weather or not their Gfx card can handle it or not.

Then also when a user goes to download the map/mod, he/she can see the tier, look up the tier on the table and then see if their Gfx card is listed and under what tier so they know if its a waste of time downloading it.

I will make a new post recruiting testers soon.....

EDIT
Please also submit any ideas/suggestions you may have!
