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Subject: Re: what've i missed?

Posted by [Jerad2142](#) on Fri, 25 Nov 2011 08:52:43 GMT

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It runs great on my computer, I find that most of the time if I see lag in renegade its when my CPU gets too busy... of course now that I have a quad core i7 with 3.4Ghz a core and 3.8GHz turbo it doesn't happen anymore, but it did when I had an i5 with only 3.2GHz per core.

Aircraftkiller wrote on Wed, 23 November 2011 14:10Big Mak wrote on Wed, 23 November 2011 13:04@ACK so you are saying we need to buy new computers to play your maps?

Map needs more bloom and more trees! Shit even make it rain for the lol's!

It's 2011. If your system sucks, don't cry to me about it.

In all fairness, you are working on an engine that was made back in 2001; I'd suspect that a fair number of the people that still play on the engine might be just because their hardware can't handle anything better.

Perhaps make the trees just go invisible at a certain distance via LOD, some of the older cards could have issues with alpha blended textures... or the grouping trees idea into a single mesh (still with load of course) could also hugely help. Keep in mind after all, a lot of the better games out there have some very aggressive LOD systems, some of them even deploy it on terrain.