HaTe wrote on Mon, 29 March 2010 19:09Will the test servers horrible lag be fixed by then?.
FPS is your side not the server.
HaTe wrote on Mon, 29 March 2010 19:09Playing with an average of 10 fps, when used to 75 can get a tab bit.....annoying. Can't even actually PLAY on it....not even race, one second in the city, next in the ocean. Great map and mod, just terrible lag   .
Tell me when you make a Ren map that covers over 100000000 on the x*y field that doesn't cause lag and is something more than just a plane and a few boxes.

GEORGE ZIMMER wrote on Mon, 29 March 2010 20:07
Jerad's island is also shitty, if you look at the bridge it brings your FPS down.

Looking at mainland makes my fps drop, lets take that out.

GEORGE ZIMMER wrote on Mon, 29 March 2010 20:07
LOL, GET A BETTER COMPUTER, GG is basically the response I get to that
Guess we need a new one, okay, how about, make your own map, or else stop bitching about what others do for you for free.

RP2 has higher requirements then vanilla Ren, I'd think you would have figured that out by now.

Reaver11 wrote on Wed, 31 March 2010 02:56Can't you make like four big vis sectors?
(And for flying probably keep one big vissector)
Vis only does for 20 meters above each plane at max, and beings aircraft can get 2000 meters into the air, even shitty vis would use vast amounts of Ram to generate. In addition we would have to be able to generate the pathfind for all 100000000+ meters of the map (as pathfind is a prerequisite of vis).
Vis is thus impossible for rp2.

Thus here are your options:
1. Buy a new computer. (this one is known to work).
2. Upgrade your current computer. (this one is known to work).
3. Use a game exe with a lower view distance (like 100m instead of 300). (This one is known to work with some people's computers).
4. Wait and see if scripts 4.0 causes a huge frame boost in Ren. (May work, but don't hold your breath).
5. Complain and be ignored. (Won't work, at best it will waste RP2 Team's time, meaning fewer updates and additions to the map).