Subject: Re: ACK
Posted by Oblivion165 on Thu, 28 Mar 2013 05:30:13 GMT
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saberhawk wrote on Tue, 26 March 2013 07:29Oblivion165 wrote on Tue, 26 March 2013 00:09Wow what a crappy system they made. I use view frustums and bounding boxes. Done and done.

View frustums and bounding boxes don't solve the problem of overdraw. VIS does. Renegade has frustum culling already...

What do you mean by overdraw? For instance a tree is completely blocked by a tree in front of it?