

# BSP Compile Options

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Here you get the compile options you can give to the BSP compile stage in MBuilder or with q3map on command line.

## BPS options:

Option	Explanation
<b>info</b>	Gives info a about the amount of brushes, faces, lightmaps, models and so on of your .bsp (not map). If you get warnings about exceeding the maximum bsp size, don't believe them. I made maps that exceeds the bsp limit with 5MB without any problems
<b>v</b>	verbose mode. Use this option, gives valuable info about errors
<b>nowater</b>	Self-explanatory
<b>nodetail</b>	Compiles the map as if all detail brushes are structural. Don't use it unless you wanne be sure to exceed the visdatasize limit. (which is about 2M)
<b>fulldetail</b>	Don't know, but I only get crashing maps when using this
<b>nohint</b>	If you use hint brushes, you can disable them with this one. Can be useful to check the FPS effect of your hintbrushes
<b>leaktest</b>	Does only a leaktest. Very nice for debugging leaks.
<b>notjunc</b>	Skips T-junc fixes. Don't use
<b>detailterrainborders</b>	Flags all boundary faces as max-detail. I don't have much experience with this one
<b>fast</b>	Does a fast bsp compile, with low quality. This screws light later on your compile. I don't think you need this very often. A well-built map will compile BSP in max 10 minutes. Fast isn't much faster.
<b>snapdistance &lt;value&gt;</b>	Usually the BSP compile considers vertex coordinated in between 0.1 grid as being on the same place and will snap them to the closest 0.1 grid coordinate. You may want to raise this if you got glitches caused by CSG or clipped rounding up errors.
<b>lightmapdensity &lt;value&gt;</b>	Increases global point/area lighting in your map. Default is 0.95!! Not 1.0!
<b>smoothangle &lt;value&gt;</b>	should make angles round when less than X degrees. Default = 45 degrees. I never saw any diffs when using this. Maybe try extreme values.
<b>blocksize &lt;value&gt;</b>	Chops the map in blocks of 1024 by default for the vis calculations in the VIS stage. Decreasing this will increase Visdatasize, and compiletimes exponentially. You can gain important FPS gains up to 10 with decreasing this one to 512 or even lower. The result with fast-vis can sometimes be better than blocksize 1024 with fullvis. You can disable blocksize chopping by using -blocksize 0. I discourage that.
<b>chopblocklast</b>	The BSP engine usually starts with chopping the map in blocks with the size given by the -blocksize parameter, next it starts chopping the map along hint, vis and structural brushes and writes the info in the .vis file, that's source for the VIS compile. If you want to reverse that order use this option. I never got FPS gains with this one (only drops).
<b>nomanvis</b>	Disables the effect of manvis targeting. Nice to see the effect of your visleaves or to debug them.
<b>nostatic</b>	No collision masks on your model. If you wanna walk thru a U-boat
<b>visiblestatic</b>	Very nice debugging option to check if models interfere. Overlapping trees f.i. drop FPS severely. You can find the overlaps with this option ingame. It draws faces around the models.

**The option i didn't mention here are the ones i never used or too few to be sure about their effects.**