

Blocksize Information

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Some info about blocksize!

The 2D grid is (default) divided into blocks that are 1024 x 1024 x 2024. The blocksize grid are shown in the 2D grid by using the menu **view -> show -> show blocks**. These blocks will force a split in the BSP in the same way as an structural brush. You all know from the detail thread what an structural box brush will do to an empty room map,(more VIS that might be useless VIS).

When planing your map and placing buildings, it can be a good thing to look at the Block grid. Placing you building inside a block will give you less VIS then building it over 2-4 blocks. I'll try and explain this with two pictures.

The first one shows how you have placed a room/building over several blocks. This first example (just an empty room) gives you:

4 portalclusters

4 numportals

16 numfaces

Visdatasize:40

In the second map you have placed the room/building inside a block. This second example (also just an empty room) gives you:

1 portalclusters

0 numportals

6 numfaces

Visdatasize:16

As usual in a small map like this one it won't matter but If you make a large map with a lot of buildings, why don't bring up the blockgrid and plan their location.

Blocksize part 2:

The blocksize can be changed, as far as I know you can't change the grid in the editor but you can change it when you compile. You should keep the power of 1024..2048..4096 etc. The blocksize is changed by adding this to you BSP option "-blocksize 2048" (without quotes). If you use Mbuilder there is an row for optional commands, put it there.

If you look close in the editor each block has a number 0,0 or 1,0 or 0,1 etc. If changing the blocksize to 2048 i think that blocks no: 0,0 , 0,1 , 1,0 and 1,1 are merged togheter (don't know the numbers of the blocks above). The rest you'll have to figure out for you self but it's quite obvious given these facts.

I would recommend using the default blocksize but as mentioned in other threads: if you have a large outdoor map where you can see large areas then theese forced splits might just be of no use, then increse the blocksize when compiling. Changing the blocksize might also help you if you are about to reach the limit of VIS, do this when you have ran out of other VIS reducing options.

I think I got it right but please post any comments and correct me if I'm wrong.

NO PICTURES AVAILABLE

Comments:

Or just turn off the blocking all together. No need to worry about planning. Esp when you're doing your own hinting/vising and in big open maps, who needs extra portals cuts you didn't make. (S.C.)

It will lower VIS wich give lower compile time!! FPS won't get boosted. But still you don't need an extra split in a room because that won't boost FSP since everything still is drawn. And the same goes for an large outdoor map! (TheStorm)

Right. Who needs portals in the corner of the map where noone goes to, or the middle of an open field. It's just a waste of compile time. To turn it off use "-blocksize 0" (S.C.)