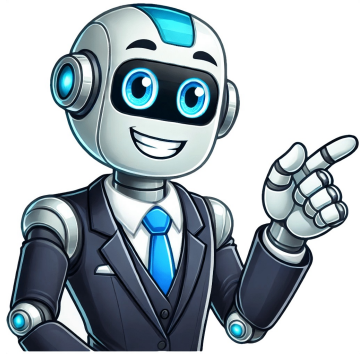


I'm not a bot



[illegible]

[illegible]

updates like you said about Occlusion Culling. And then with upgrades, its either doesn't make a difference or its a minimum upgrade. 6 Likes and does roblox seem to have a very specific question, but they don't seem to support apple/mac silicon, and it's entirely possible that a chunk of this lost performance could be coming from missing support, which is a pretty big issue/oversight when pretty much all mobile devices have some sort of ARM processor, primarily for energy/thermal efficiency Who knows. But they! Trust in the process! Trust in the magical universal app which magically supports everything because its the universal app! (Mobile will forever run at half resolution due to amazing support) they should honestly just let us recompile the entire codebase at this point Recompile only? I want a full raw assembly rewrite! Maximum performance! Maximum support! They do- Hi Creators, We are thrilled to announce the launch of Apple silicon support for Roblox and Roblox Studio! This brings improved performance to our Mac users with Apple silicon devices. Roblox will now harness the upgraded performance and efficiency of Apple silicon. Dive into your favorite Roblox experiences with improved speed, making your sessions even more immersive and exciting. We expect that creators using Studio will also see a better performance, improved battery life and ultimately bu... alright that one's on me but that doesn't have to mean that they support all the other ARM processors or perhaps they do, but it's probably very poor support since it's roblox 1 Like Page 7 It's nice knowing that server authority will be released as soon as this summer. Noclipppers begone! 1 Like In what way do you mean? Mobile or Arm support on Windows or Arm support in Chromebooks? Mainly in terms of mobile devices, as they said in last year's RDC that they wanted to make everything run way better on lower end hardware, which it's not and it might actually be worse now There's no way they don't support ARM processors in Mobile, it doesn't work like that. Otherwise, Roblox wouldn't even work there at all. Doing optimizations in Mobile or lower-end hardware doesn't have anything to do with this. 2 Likes A lot of these upcoming things I like, but no forums until moderation is fixed, please! im just confused as to why roblox is running this badly on a midrangeish device I'm very scared with what im reading on server authority... I have a flight system that works entirely client sided to avoid any lag issues, and the velocity of this script is also handled client sided... will server authority break this?? I think Roblox is specifically mostly bad optimized in Android and generally badly optimized in every other platform. To proof this, I got my hands on a Samsung Galaxy S23 Ultra to test Roblox performance on, it would almost get 33ms for both the CPU and GPU on average on games like BRM5, Doors, Granny, etc on max graphics quality level with Future Lighting enabled which is kinda a lot. The FPS of course isn't full 60 which is what I would expect from this high-end flagship Android phone. I believe only a iPhones can run Roblox at max graphics quality level with Future Lighting enabled and still get full 60fps with barely any drops and in the most demanding games when it comes to Mobile. 4 Likes Until ROBLOX does this, I would suggest looking into MessagingService. If you need a way to show messages in TextChatService, I can send you some code. 1 Like Thank you , this roadmap looks amazing. Will require updates to your existing experiences. We are working hard to keep adoption as simple as possible! 5 Likes where is the update relating to PBR textures. or VFX particle ugc? What happened to these roadmap points!? 1 Like Understandable, is there anything you're allowed to tell us that we can do in preparation for the alpha? 4 Likes When you double the radius of a light, in increase the amount of computation by 3.999999 times. So if we take 60 as 1 computation (what it normally is) At 120 it would be approx 4. And at 240 it would be approx 16. Doubling again would be approx 32, then 64, and so on. It would be nice if they could allow system requirements to be specified for games so if someone wants to make a game for higher end computers they can get more graphic features. Lvie: Why is there a limit? Why is there no limit of parts you can create then? It most likely has to do with shadowmap imprecision. Above 60 studs, shadowmaps become very splotchy and multiple aspects of local light shadowmaps begin to fall apart. The resolution for the shadow atlas begins to appear more pixilated, the depth buffer becomes too imprecise and no longer respects the shadow bias and begins to project shadows on top of the objects that are supposed to be casting them, and the amount of objects and tris the light needs to render greatly increases (when the cast shadow property is turned on) which consequently tanks performance. Theres a lot of issues that come with increasing local light range but I agree that it should still be left uncapped to allow developers to control how their game looks, and to finally get proper inverse square light falloff. Honestly the better solution would be to just give developers the option to bake or import lightmaps and have better control over ambient occlusion to fake shadows. Lvie: Future lighting back in 2017 had infinite light range, is it because of lighting was being processed on gpu? All graphics on Roblox are processed on the GPU and this rumor that Roblox does not utilize the GPU needs to stop being spread because its blatantly obvious. Light ranges on the FiB build were uncapped because it was only meant for testing and feedback purposes. It was far from ready and still required a lot of work and optimization. The local light shadows still exhibited the issues mentioned above but to a lesser extent because the shadowmaps were rendered at a higher resolution and used a different filtering technique. 5 Likes Hey - we are in the process of finishing this one up, and will be announcing it shortly...keep your eyes out! 4 Likes Please tell me this comes with better editing access controls 1 Like this is what i was looking to hear i can not wait longer for the release I am curious what the "Server Authority" will bring since I know developers follow this kind of format already. Server handles all the authoritative content and the clients can replicate and send requests and whatnot. 1 Like what group is this if i may ask 1 Like Page 8 Thank you for the feedback; hear you on the lighting improvements, and we've passed it along to the team working on it to discuss what we can do here. Good catch on the 'Engine can support any type of experience' section being blank; this was an error and we're working on getting that section repopulated. 2 Likes It's still on the roadmap; the section that contained the item 'Engine can support any type of experience' wasn't correctly populated. Working on getting that fixed now. 2 Likes Roblox: Groups owning Groups (Mid 2025 → Late 2025) this sounds cool but i think once this gets added the first thing thats gonna happen is all of the big game studios will merge together and control everything lol but it would also be kinda cool to create my own empire of groups Any updates on EditableMesh/EditableImage Server to Client replication? I see "Engine can support any type of experience" section got repopulated again which is great, but this isn't fixed yet. "Universe Navigation Back & Forward UI" is mentioned twice under "Enabling higher fidelity experiences that scale across devices" 1 Like Argh! Another good catch - appreciate it, having this fixed as well. 1 Like also the explorer revamp is still set to early 2025 The revamped Explorer launched recently! It was in a bit of an odd place, as it was launching at close to be same time as the roadmap, which is why the discrepancy here. 1 Like i have also noticed that a some of the features are still set to early 2025 , most of those features have already released Bingo Heeler: Anything for acoustic simulation? It's on the roadmap for early 2025 and we're nearing the 2nd third (middle) of the year, and there hasn't been any mention or a beta thus far. 1 Like The first leg of this audible journey has now arrived: [Beta] Acoustic Simulation Announcements Hello creators! We're excited to announce Acoustic Simulation as a new Studio beta feature! With this feature enabled, audio playback will automatically adapt to its environment. Specifically, any 3D audio emitted using the newer Audio Wiring API (including audio assets, voice chat, and/or character sounds) will now behave similarly to the real world. You'll hear these sounds being muffled by structures, as well as bending around and reflecting off of parts and terrain. The best part? T... 5 Likes i second this sentiment, my experience Bus Simulator was pretty badly hit by the lack of cross-server chatting. it was pretty much one of the main features of the game and ever since april 30th it had to be cut, and now the chat feels a lot more barren than it used to be. it also ended up cutting features before they even got to come out, as i had made an entire cross-server whisper system months before the migration was even announced... T T if there end up being any updates on cross-server textchatservice please let us know!! i would really appreciate it and im sure there are a LOT of other people who would too :) You could have kept it for a bit until Roblox actually removes the legacy chat system and begins forced migration. It's May 2 and they haven't done that yet frankly. moririririri: I'm assuming they're busy working on things that won't make Roblox look better. If anything, they're busy working on things that'll make Roblox look worse. (the new UI for example) Roblox: Studio Lua file sync release (Mid 2025) This release includes better script sync support for editing large code bases (folder sync), utilizing language server features and opening files in an external code editor. Any estimate? It is mid 2025, and I have been extremely excited for this since the announcement. 2 Likes I second this, emission maps for PBR would be a godsend for both roblox development and even ugc (if that gets accepted for ugc in general) 2 Likes I am waiting for new updates for the decoration, dynamics clouds and interactive water since 3 years now this is so insane the fact they are not prioritizing such important features 6 Likes Yeah my exact problem statement, I've been waiting for 5+ years since announced, I remember the RDC. 2 Likes Does it use interpolation or extrapolation for display of targets?? I think interpolation would EASILY be the better choice, considering that there are some pretty fast paced shooters on Roblox and extrapolation would open up a bunch of issues, as documented here by Valve. If there's no client side prediction, that's also pretty bad as it would feel very unresponsive for the player. Will server sided movement give devs control of properties like replication rate? This would help movement-based receive rate heavily, so that one could tune down the movement replication if the players character is at a distance. 1 Like

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