

# Optimization - Improving Performance

There are lots of ways to Improve performance on your level. For a start you can try to not over-detail your level. Adding lots of detail to make your level look interesting is not a bad thing, but overdoing it, especially in areas it's not necessary, can backfire on you with low FPS. Additionally you should use low-quality assets for areas that are out of bounds. Those usually have `backdrop`, `bdrop` or `background` in the name. `ble_backdrop.jpg`

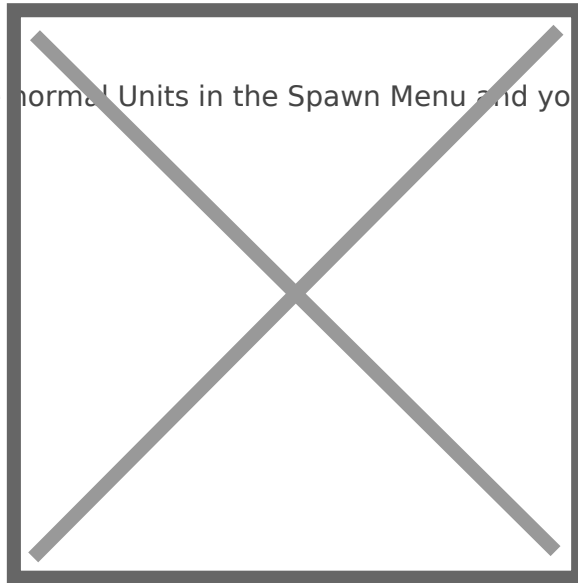
But most important are Occluders and Portals:

## Occluders

Occluders are invisible planes that, when looking at them, prevent Units behind it from being rendered. They are usually placed inside walls.

`ble_occluder2.png`

You find and place those like normal Units in the Spawn Menu and you can see them using the



“Draw Editor Units” setting.

## Portals

Portals are shapes in your level with Units assigned to them. Those Units will only be visible if the player is standing inside the shape, otherwise they will not be rendered.

`ble_portals.png`

You create Portals by navigating to the World Menu and the Portal-Tab. Create a new Portal by clicking on the "Plus" icon.

ble\_add\_portal.png

Select your portal and add shapes, those indicate the area the player has to stand inside to see the Units linked to this portal.

ble\_add\_shape.png

Now you can add individual Units to the portal by selecting them and clicking the "Add to current portal" button in the quick actions.

ble\_add\_unit.png

You can also use the button to automatically add all Units that are inside the shapes.

ble\_add\_units.png

Units that are linked to your current selected Portal have a red box around them.

ble\_portalunits.jpg

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