
Subject: The Polygon home game!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 12:12:00 GMT

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I made a map to test the game engine that was waaaaaaaaaaaaay over that budget. It's not the polygon total of the map that contributes to host to client latency.....too many polygons is a FPS problem more than latency issue. You can make a huge 1,000,000 poly map that would take 15 minutes to cross from one base to the other in a nod buggy at top speed and it would still play in 20 player multiplayer games with very little effect to fps if you have a good display adapter.....i proved that with Afghanistan. You just have bad FPS if you don't have a top of the line display adapter. Polygon count does not have a thing to do with "Lag" <--- Latency between host and client. Polygon count directly effects your animation speed...FPS <--- {Frames Per Second}....not your net speed. Even though i probably will regret saying this.....ACK is right.....Greg H. went through this with us early last year {around March or April 2002}. The only reason you should be worried about polygon totals is for those out there who do not have an up to snuff display adapter. Keep an eye on them all the same.....but don't be scared to go over your budget a bit.....less polygons per object is a good plan to stick to.....but overall polygon counts are really not a latency problem. Static animations like elevators, fly overs, huge amounts of building animations {like the SP ore refinery}, too many bots...stuff like that directly effect latency.....not polygon counts. Eric.
