
Subject: The Polygon home game!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:17:00 GMT

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If the VIS system works well enough, it shouldn't matter how many polys your map is (in theory), and if you keep the number of different textures down, then it reduces the amount of memory required - the only real limiting factor is the memory footprint of the map itself. For instance, you could have several C&C_Under-sized areas in a map, as long as they were totally occluded from each other and VISed accordingly, as the engine wouldn't be attempting to render the areas it couldn't see. Enormous maps would be interesting to see, but gameplay would inevitably be affected by the large distances you'd have to travel on foot.
