Subject: The Polygon home game!
Posted by Anonymous on Sun, 12 Jan 2003 22:13:00 GMT

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quote:Originally posted by dead4ayear2:18,000 is the pretty much dead limit. Try to keep it under 15,000 if you can but no more than 18,000 polys. Any more than that and it will get laggy. Unless you have a high end graphics card. But 10,000... the buildings take up more than that. (I think) Lag isn't graphical.