Subject: Visibility explanations, otherwise known as VIS explanations
Posted by Anonymous on Wed, 26 Feb 2003 12:56:00 GMT
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thanks havoc i changed the density and made the map smaller i started with 500x500 this time but i cut out what i didnt use im prob at about 250x200 I noticed that spawing weapons allover the place will count as poly too(almost positive)my new map is at 22,000 poly and running at 60 FPS all around except where you can veiw about 20,000 poly at once, where the fps are at 30...shouldnt effect gameplay though!!Almost complete with completely redoing my map....pain the ash it is to place pt's and spawners all over again