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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Sat, 23 Nov 2002 07:00:00 GMT

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quote:Originally posted by Maimer1: quote:Originally posted by CyborgDC:Oh yah by the way, my comp is made up of:1000 mhz512 DDRAM64MB grahpic card20gig harddrive.Not the best but it don't affect me.dude here are my specs and even i get lag on intense maps:1.6 ghz512DDR64mb GeForce 3 Ti50080gb harddrivei can get around 40 fps on average in WW's maps but when i stick a heavy model into one of my own, it lags, and the map has only around 13000 polies in total including objectsI know to fix the major lag, and on most of my buildings, I dropped the polygon count by a lot.

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