Subject: Harrier model. What do you think?
Posted by Anonymous on Fri, 01 Nov 2002 19:19:00 GMT
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quote:Originally posted by Gernader8: quote: f8inally someone else agrees! textures slow down renegade not polys! oh happy day! Im afraid to tell you tha it is both. Very high detail textures do take more time to bring up, but Renegade has an auto detail adjust. On computers that cannot handle the texture, it shows it as one crappy texture   And for poly count that is a bigger factor. IF you think about it, it makes more sense. The computer has to draw the model out once ingame. Which would be faster to render, a 2000 polygon model or a 20,000 polygon model. I am very surprised that most people have not realized this......(I put all of this in idiot terms so some people can understand it)By th way Good Job   umm...no...my old p2 350mhz with 256mbram and a radeon 7200 got a normal 15fps. a put 10 1million poly abrams tanks in a map and it stil lran hte same. when i put the texture files in there it went down to 0 fps.