Subject: Terrain or hierarchical model?
Posted by Anonymous on Wed, 16 Oct 2002 21:31:00 GMT
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quote:Originally posted by scarface:Firstly 20,000 polys is not much. C&C_City_Flying has over 40,000. I use both Renegade textures and custom .tga format textures, the same as Renegade. The carrier has alot of texture, but maybe not quite 50...I might just have to work on vis and other things in level edit to maximise fps. But i still don't understand it...Also, do alpha blended textures take a heavy toll on fps??Can you show us a screenshot of this aircraftkiller?Edit: I meant to say "aircraft carrier" and not "aircraftkiller".   (I'm tired right now.) [October 16, 2002, 21:35: Message edited by: jordybear]