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Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 14:47:00 GMT

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20,000 polies should not affect it. My map Secretbase has 56,964 polys before you add the stuff in Level edit. It has run fine every time I've tested it, others have said so also. I used for the most part textures found in Renegade already to save file size. The extra textures I have used were all converted to .tga. What format of textures did you use? Also if you used textures already in the always.dat you don't have to include them in the .mix file. Don't know if that would help performance though.

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