Subject: Terrain or hierarchical model?
Posted by Anonymous on Tue, 15 Oct 2002 06:56:00 GMT
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Poly count isnt really a factor to the Renegade engine and FPS --it's more of texture problem - alot of them will slow you down.ACK and others have played with this and found this to be true..Check you textures - and you may want to use VIS to help the FPS.A quick way to test it is to make your terrain without textures - add the models without textures - then see what happens to your FPS.If your stuff is just static - make it as terrain. [October 15, 2002, 06:58: Message edited by: StoneRook]