Subject: Terrain or hierarchical model?
Posted by Anonymous on Tue, 15 Oct 2002 01:52:00 GMT

I've been working on a map which has a D-day style beach on it with lots of hogs (tank barriers) and razor wire. The problem is that in Renegade, when looking at it, my fps goes down to about 6.Would it be better to save the hogs as a hierarchial model and put on the map in level edit, or have them included in the terrain(as they are now)?Would this make any difference in fps?