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Subject: W3D Engine Test

Posted by [Dante](#) on Tue, 06 May 2003 04:05:33 GMT

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that isn't the issue, 400k poly's is easy to pull off... for a GF4 Ti

once you get into vid cards that people are actually using, you run into problems, i myself have a GF2 MX400, regular Ren maps i get about 60fps on 1024x768 screen, you bump up to a 400k poly map, i will crawl, don't matter if the engine can handle it, my vid card can't, and neither can alot of peoples.

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