
Subject: W3D Engine Test

Posted by [Madtone](#) on Tue, 06 May 2003 06:31:04 GMT

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But think of the possibilitys....

People would be able to make HUGE maps with High polygonal Eye candy, and spectacular terrains and buildings.

This would enable Modders to create bigger and better things for the peeps with Higher quality vid cards.

Just imagine wondering through a huge map that is great to play on, with lots of things to look at (and to shoot too).

You could go into so much detail!!

Its great that you stick to 27,000 and under, you got a much better chance for more peeps to play on them, but what about the modders who want to create a high polygonal map that is good on the eye?

I for one would like to see what people would be able to do without having to work under a certain limit.
