
Subject: LE vs RenX - When to place vegetation
Posted by [Cpo64](#) on Fri, 09 Feb 2007 01:46:29 GMT
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Few years ago, last time I was participating in the community, there was a small "argument" about when to place vegetation and other decorations on the map.

If I recall, it was said that placing items in LE caused a small performance hit, while placing them in renx is just plane annoying.

Was it ever proved that placing items in LE caused the map to run slower? Because I really don't like planting thick vegetation in renx, its just so inaccurate and time consuming.

Did anyone ever write a MAXscript that placed proxies for vegetation automatically?
