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Subject: Re: Poly Amount

Posted by [Jerad2142](#) on Wed, 23 Apr 2008 14:50:41 GMT

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Blazea58 wrote on Tue, 22 April 2008 01:59I think the limit on alpha blended meshes is somewhere around only 5000 polygons also, so getting something on a large scale that has alot of blending is a huge task. Roleplay 2 of course i split all blended meshes to below 5k, the rest of it is just seperated enough that it wont lag most people.

Thats the rp2 in current state and thats excluding everything added from level edit. Our current tests run at great fps.

I still want to know how to get that counter up.

(And yes about 5000 sounds right, I will see if lowering how many polygons on level 12a have alpha blend applied to them will fix the texture flickering or not).

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