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Subject: Renegade Alert Weapons Update...

Posted by [laeubi](#) on Mon, 17 Nov 2003 11:36:36 GMT

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dude its the other way round: All W3D's are cahced (that's what Ren doing while loading, it also chaec the Teryxture Names)

The Texture itself is only loaded when you 'see' at an object.

I myself tested a map with 2mil Polygon's without any texture running fine with 120 fps on my Radeon7500 (normal RenFPS is about 60-70).

And yes, I understand terms like fillrate etc, but I also have tested alot of the Ren engine :rolleyes:

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