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Subject: Long Animations=lag?

Posted by [maytridy](#) on Sat, 22 Nov 2003 22:54:09 GMT

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Well, it's of a plane (about 1,000 polys i think) that is non-collidable, only one texture, and it just moves up very, very slowly.

So, I think you're right...the animation won't cause lag as long as it doesn't interact much with the palyers, doesn't have multiple or blended textures, and is a relatively small .w3d.

Any other comments?

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