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Subject: quick question

Posted by [Anonymous](#) on Mon, 24 Feb 2003 12:31:00 GMT

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If you look at a wall, its just one texture, and in most cases one polygon to render, thats why you have a high FPS.If your looking around, or have things like emitters(Falmetank) ther is much more to render and calculate for the engine, so the FPS is lower.Is that quick enough?

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