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Subject: polygons

Posted by [Anonymous](#) on Mon, 23 Dec 2002 12:06:00 GMT

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quote: Well, about the polygon count, you really don't need to worry about the it because most graphic cards get over 30 million polygons per second. And you guys are worried about little amount. You have to consider the low end graphics cards and computers. Renegade was designed to have minimum requirements of PII 400, with a 16MB graphics card (i think), making maps for high end graphics cards is not you best option.20k polys is a good number for a map. Westwoods maximum was about 40,000 on city, and my latest map only has about 10k. But remember, there are other factors apart from polys you have to look out for.

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