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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 23:08:00 GMT

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quote:Originally posted by Laser2150:yeah 20k is okay for a map, but if you can make it have least polys as possible, so the map doesn't cause lag.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.

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