Subject: Better FPS on map
Posted by Anonymous on Thu, 19 Dec 2002 19:14:00 GMT
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Some1 told me once that high Poly count wont affect FPS because your video cards preformance is the key. Try this to increase FPS. reset Dynamic Culling system and then Build Dynamic culling system (after U generate pathfind) this will greatly improve FPS without having to Generate VIS data.