Subject: Better FPS on map
Posted by Anonymous on Fri, 20 Dec 2002 00:07:00 GMT
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quote:Originally posted by aircraftkiller2001:You shouldn't need 69,000 polygons for a Renegade map. EDIT: I should add that you need to try to limit the amount of alpha blending meshes and added effects (dazzles, two-pass materials). [December 19, 2002, 19:25: Message edited by: Ingrownlip]