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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 11:17:00 GMT

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lol, You shouldn't need 69,000 polygons for a Renegade map. Try lowering the amount and apply VIS to it by making a copy of your base mesh and detaching small segments of it, then give them the hide and VIS properties. Run the auto-generate VIS in the editor and then place manual points afterwards.

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