Posted by Anonymous on Sat, 16 Nov 2002 00:34:00 GMT
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polly count does afect lag as one of the main causes of lag in ren is severes with a host wiith a low end gfx card so you can have a ping under 100 but you will still lag as you are moving too many frames a second compaired to the server so say some1 with a geforce 2 hosts a game with a high polly map the hot fps will be like 30-40 if not less then some1 with a top of the range ati they would get like around 200 fps meaning they move 4 times as fast as the gefoce 2 causeing the person with the ati to lag with out it being the net conection.