
Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 18:39:00 GMT

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Firstly 20,000 polys is not much. C&C_City_Flying has over 40,000. I use both Renegade textures and custom .tga format textures, the same as Renegade. The carrier has alot of texture, but maybe not quite 50...I might just have to work on vis and other things in level edit to maximise fps. But i still don't understand it...Also, do alpha blended textures take a heavy toll on fps??
