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Subject: Terrain or hierarchical model?

Posted by [Anonymous](#) on Wed, 16 Oct 2002 12:39:00 GMT

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Someone mentioned that you can make your textures DDS skins and that will help. I dont know if thats true, because I dont have a Photo tool that can use the DDS plugins. (old Adobe Version).also Build Dynamic Culling System, from the VIS menu will speed up FPS if you dont want to Generate VIS data. Do that after you Generate Pathfind just like if You were going to run VIS Generate.and yes alot of TGA textures will Lag map.oh yeah, BTW KANE LIVES! LOL

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