
Subject: W3D Benchmark Tests

Posted by [General Havoc](#) on Sat, 05 Apr 2003 19:36:47 GMT

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This just shows how much the W3D engine can handle, and it quite a bit more powerful than people originally thought. If you have a test map with the trees on then I will do a test on my system to see what results I get. C&C Generals shows how good the W3D engine actually is, i can't think of an existing game engine that would be able to handle Generals. I think you are correct in saying that multiple materials slow down the game engine. In the Generals editing manual it clearly states throughout about alpha blending 3 materials will cause big performance hits on the game and suggest against them if possible.

_General Havoc
