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Subject: W3D Benchmark Tests

Posted by [Sk8rRIMuk](#) on Sun, 06 Apr 2003 11:21:32 GMT

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If somebody had a very high poly map we could run tests on difrent machines and diffrent graphics cards to see if the theory of " the amount of polys don't effect the game" is true...

I wonder what it is that cause lag then ...

I layed a mod map that was very big and must of had high polys and I only recied lag when I drove above a underground town where sirens were going of...

I can't remember the name of the map though.

-Sk8rRIMuk

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