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Subject: W3D Benchmark Tests

Posted by [Madtone](#) on Mon, 07 Apr 2003 06:48:32 GMT

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hmmm, maybe it would be a good idea to try high polygon vehicles. so then you wouldn't have the trouble with Level Edit crashing.

then in game just buy a few of these high polygon vehicles and then a few guys drive around and then put all their test results on one page??

i have quite a few high polygon vehicles you could have?

--OR--

add the script that add something on startup, example:

like on startup create this huge high polygonal building and stuff.

then you should overcome the problem with level editor!!\

Hope this helps

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