

---

Subject: W3D Benchmark Tests

Posted by [Halo38](#) on Mon, 07 Apr 2003 15:01:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SomeRhinol tried to make a test map that used 120,000 polys, and Level Edit crashed everytime I tried loading it.

80,000 polys level edit crashed for me

I want your computer!

---