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!

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums