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Subject: RA:APB Soviet Yak

Posted by [WNxCABAL](#) on Mon, 21 Feb 2005 22:36:37 GMT

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Not bad!

I'm a great MS: Flight Simulator Fan, and that is top notch job!

Just a quick question, say you have the 1337 machine with like a gig of ram, 3GHz Processor, 256mb 1337 ATI/GeForce... Comparing Source to w3d, 3321 polygons would cause quite a low FPS for alot of machines on w3d: Renegade, In Source, is this a standard polygon size and would you instantly see a performance difference with this amount of polygons?

C Ya

Andy

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