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Subject: RA:APB Soviet Yak

Posted by [Naamloos](#) on Mon, 21 Feb 2005 23:04:39 GMT

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AircraftkillerVehicles in W3D that we made were around 2,000 to 3,000 polygons, with no noticable slowdowns at all.

It isn't the poly count that slows the game down on W3D, it's the textures...

When i play on lowest texture setting my FPS is beter then when running on a higher setting.

I wonder why that is...

Nice model btw, to bad i'll never get to play with it

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