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Subject: The mod you all love !

Posted by [icedog90](#) on Thu, 17 Mar 2005 05:11:59 GMT

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IRON FARTicedog90IRON FARTicedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.

Well we're better off without them. Gameplay matters more than having some super accurate game.

Polygons almost completely don't hurt the FPS. TRUST ME, ask Doitle, he even proved it and so have I.

How did you prove that?

Doitle ran a test on a very slow laptop that had a level with 6(?) one million polygon tanks. As it turned out, the FPS maybe went down by 1. I took pictures of my test but I have absolutely no idea where I put the images. The only proof you have from me is that I once made a 60,000 polygon level, and guess what? It still ran fine.

Why challenge me? Do you think I'm lying?

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