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Subject: The mod you all love !

Posted by [Titan1x77](#) on Fri, 18 Mar 2005 13:56:40 GMT

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Yes your right, poly isnt that big of a hit when it's untextured, But..when you take an tank with excessive poly and texture it with a 512x512 texture and you drop 6 of them on the map compared to 6 lowpoly tanks with the same texture you'll see a big difference.

and because all tanks,characters,maps etc. are textured, there is a reason to keep the poly limit down, unless it's part of the map where VIS can help hide it.

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