

---

Subject: Re: Poly test

Posted by [Sir Phoenixx](#) on Mon, 16 Jan 2006 23:43:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That wasn't necessary, it was already tested before, someone put a bunch of high detail tanks and got the polygon count into the millions and had it in game with little FPS loss. The game handles larger numbers of polygons well, but doesn't handle larger textures as good.

So yes, "what about the older computers, they wont handle that much" is false.

But the first quote has nothing to do with that, 1930 is WAY too much for a model that small, that beacon can be done in less then half of that with the same amount of detail if done right.

---