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Subject: Do More Polygons Slow Down Gameplay?  
Posted by [Sanada78](#) on Mon, 05 May 2003 20:22:22 GMT  
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I am currently making a map that was almost finished but suffered a corruption. I have since recovered the majority of the terrain but have started texturing again. Here are some screens shot it before with horrible texturing and a few bugs that I was going to repair.

<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=2452&s=2baf45d490893100d918cd1b78abc8e>

What I want to know is, do polygons have an affect on the games performance? The reason is in the pictures you may notice the surrounding cliffs over down with polygons including the middle ground. I did a tessellation on them but now sadly I can't undo it. When I tested it I noticed no real drop in performance even with VIS not enabled. I hope I don't have to make the cliffs again as I don't have time and they take ages to do.

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