
Subject: Do More Polygons Slow Down Gameplay?
Posted by [maytridy](#) on Mon, 05 May 2003 21:22:12 GMT
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There were benchmark tests done that showed that multiple materials caused more lag than polygons, but excessive use of polygons does cause lag. You should optimize most everything in your map, and use VIS to reduce lag and improve gameplay.

That map looks pretty sweet. Just needs a little touching up. I concur with Ack, the textures do need some work.
