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Subject: Re: Another WIP Map

Posted by [Aircraftkiller](#) on Wed, 15 Feb 2006 18:51:41 GMT

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It adds a whole 400 polygons... Big fucking deal. It also allows you to create customized blending zones around buildings, like I have them set up in Glacier Flying, Glacier, and GlacierTS. In addition to that, it just looks better. It also prevents zbuffer arguing in the game where you didn't place the building close enough to the terrain, which then makes the floor flicker from ground to floor over and over as your viewpoint changes.

There is absolutely no reason why you would not want to do this besides pure laziness.

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