

---

Subject: Re: Le/Ren maps

Posted by [Kamuix](#) on Sat, 22 Jul 2006 05:35:12 GMT

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

---

I wasn't really thinking of the Polygon limit, when you say 320,000 polys, is that total including all Terrain, Tile, Objects etc. Because i think the limits alot higher than that.

I just tested that by placing 15 of those helis i had modelled, The small one i had posted of this forum awhile back that people sayed you would probably get you're head chopped off. There was 35000 polys in each heli, so there was basicly over 500,000 polys in my level and it worked, I looked at all the choppers at the same time and my FPS went down to 1 Rofl, than went back up when i blew them all to hell.

---