

---

Subject: Re: My new project

Posted by [Blazea58](#) on Thu, 04 Jan 2007 10:09:07 GMT

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

---

I would say it handles both very well as i have already put in 883 textures for roleplay 2, and no vis at all. I don't think there is many games even on its own where a single level uses this much resources, yet it still runs fairly well considering you have a decent computer.

I personally think its about what your computer has more so,as if we give it 5 more years, we will be laughing at the fact we used bump maps in games when it will be all created by hand instead o.O

---