
Subject: Re: LE vs RenX - When to place vegetation
Posted by [Blazea58](#) on Fri, 09 Feb 2007 04:07:36 GMT
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Yea i think that overall you should just do all that in renx, as your variety will be better and temps lists will be alot shorter. Think about if you wanted every plant a different size from the next and putting those into le as temps, yes it will hit preformance especially in Level edit itself since it typically runs only at 20 fps.

So in theory it probably is worse to add them in level edit itself, but it sure does speed up the time consuming task, but doesn't allow freedom.

That was done with renx, 6000 polygons of alpha channels. I garuntee there will be extreme slowdown in level edit itself if you exported one set then used that w3d in level edit.

So i don't know for sure if it will slow down ingame, but i would say it's alot better to use renx for all your objects unless they are animated and such.
