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Subject: Re: To much polys?

Posted by [saberhawk](#) on Sun, 27 Jul 2008 18:54:57 GMT

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Canadacdn wrote on Sun, 27 July 2008 13:44Most weapons for first person can have around 2000 polygons with little change to your framerate. The third person model for your weapon should have less.

Indeed. Renegade is CPU limited on most hardware so 3000 polys wouldn't cause any problems at all. Just make sure they are batched (aka 1 mesh, no per-vertex materials, etc) because the amount of draw calls do count.

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