Subject: Re: To much polys?
Posted by mrÃ£Ã§Ä·z on Sun, 27 Jul 2008 18:56:38 GMT

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.
Nice to hear that

Quote:Cabal8616
Show some wireframe.

File Attachments
1) Wireframe.bmp, downloaded 346 times