Subject: Re: To much polys?
Posted by LR01 on Fri, 01 Aug 2008 18:36:41 GMT

madrackz wrote on Sun, 27 July 2008 20:56Canadacdn 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.

care for a little tip?
I think I see some poly's that can't be seen, try to get rid of them, that would take the poly count down