
Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Fri, 07 May 2004 06:42:01 GMT

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

Because, it may look good, but what if it were 1000 polygons or more? People with machines like mine won't really get a performance decrease with things like that, but what about people with 500mhz? or 16mb video cards? They are the people who run between 4 - 15 fps. How I know? Because I had a machine like that and it sucked ass. Every fan map I played ran mega slow, and if this mod has a goal to make Renegade look better and have more polygons, then people who have sucky systems will be doomed. Now, if I run a fan map, I'll find it going about the same speed as the official levels, sometimes more.
