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Subject: C&C Commando : Nod Turret

Posted by [Doitle](#) on Mon, 10 May 2004 02:56:08 GMT

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It wasn't 4ps it was 12fps. It was my computer we did the test on.

It was a Compaq Presario 5240 computer with a 400 mhz AMD K6-2 and a ATI rage Lt pro OEM 4 mb card. It had 64MB of ram and a 10 gb hd. Not too high end. After finally getting renegade to even run, I got between 10 and 12 fps with the graphics down. We took a abrams tank off of... the3dstudio.com I beleive, and added it to a blank map with no texture on it, flat color. It was around 1 million, cant remember if above or below, and I added one, it didnt even chug, ran like normal, added 5 more. and had the whole screen covered in giant abrams with havoc runnin around them and I didnt get any performance hit. Thus I have concluded that poly do not matter, or at least matter very little.

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