
Subject: C&C Commando : Nod Turret
Posted by [icedog90](#) on Tue, 11 May 2004 05:35:51 GMT
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OK. Tell me why this happens if, in your case, polygons do not affect anything?

Before:

After:

The test level I made is about 7500 polygons without the trees. Each tree is 200 polygons. No, those are not DSAPO trees.

I tested this with my computer, which runs at 2.1Ghz Athlon XP 2600, 512MB DDR PC2700, 256MB Geforce FX 5600XT, and 80GB 7200RPM Hard drive.
