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Subject: C&C Commando : Nod Turret

Posted by [Madtone](#) on Tue, 11 May 2004 09:19:57 GMT

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Polys don't matter much at all, its textures you gotta worry about.

Dante.. Where you at.. come set this guys straight!

Test a high poly level with no textures, then test a high poly level with basic textures, then as soon as you add transparency to textures it gets worse and the more textures the more the CPU has cope with.

Its mostly just textures, not polys!

p.s. Icedog, try an add some high poly things with no transparency and then post a screenie

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