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

I used 1024 poly teapots with no texture this time. I still get a drop, but not as bad as the first:

Before:

After:

You can't say only textures make a difference. Everything makes a difference, but only when they are added up together. Having non textured big poly objects won't drop you down much, nor does having a low poly but big textured object. It takes polygons, textures, and lots of objects to slow you down a lot. That turret, being that it has a big texture and a pretty high polycount, it can reasonably slow down the mod after being added in with a lot of other high quality structures/units.

The trees I tested, they have a normal texture with alpha channel, a pretty high polycount, and lots of objects in each tree (probably 15 objects per tree). It took seven of those to drop my fps while looking at them or being near them.

Also, even though I only got a 7 fps drop this time, please note that my graphics are on the highest, and I'm on 1024x768 resolution. Slower computers can get a bigger drop than me.