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Subject: C&C Commando : Nod Turret

Posted by [phlakaton](#) on Wed, 12 May 2004 00:10:36 GMT

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the key is using one draw call for an object... meaning 1 texture & 1 object in a single 3wd file. the amount of uv mapping you do also has an effect even though the w3d viewer will not show that. These are video card related issues and hurt performance... I took a renegade engine and slammed 500k polys in it without textures and it ran fairly decent... low texture count and fewer object counts in one w3d file... makes for better performance everytime... optimum being 1 texture and 1 object.

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