Subject: C&C Commando : Nod Turret
Posted by phlakaton on Wed, 12 May 2004 00:37:02 GMT
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smoothing groups will ramp up the performance hit too. that 1a cube uses 6 sides... looks like 8 verts right... if you use a seperate smoothing group for each side you'll now have 24 verts... this is more important than polys in my opinion. Video cards also have a sort of allotment for memory... not sure the spot on # but if you use less than I think 128 polys you not really saving on performance... you might as well just use up to and as close to that # as possible... I think it doubles each time too... 256 I think... if you use more than 128 than you might as well use 255... get it.