
Subject: How?

Posted by [Anonymous](#) on Tue, 01 Oct 2002 16:13:00 GMT

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How do you count how many polys are in the gmax scene?

Subject: How?

Posted by [Anonymous](#) on Tue, 01 Oct 2002 18:50:00 GMT

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MORE INFO NEEDED.

Subject: How?

Posted by [Anonymous](#) on Tue, 01 Oct 2002 20:05:00 GMT

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Click the hammer button on the right panel and look down at the list.

Subject: How?

Posted by [Anonymous](#) on Tue, 01 Oct 2002 22:03:00 GMT

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quote:Originally posted by DeafWasp:MORE INFO NEEDED.Utilites/PolyCount is all you need to know. You could always view the model in wireframe mode and count the polygons yourself. [October 01, 2002, 22:25: Message edited by: jordybear]

Subject: How?

Posted by [Anonymous](#) on Tue, 01 Oct 2002 22:27:00 GMT

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MY FIRST POST(which I have deleted) WAS WRONG. I JUST CHECKED AND IT'S "UTILITIES" AND NOT "DISPLAY".

Subject: How?

Posted by [Anonymous](#) on Wed, 02 Oct 2002 07:50:00 GMT

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ok, i get it now.The chopper alone in my "Infiltration" mode map is 8330 polys. is that bad? The GDI base on the map contains just a chopper and a couple boxes.

Subject: How?

Posted by [Anonymous](#) on Wed, 02 Oct 2002 13:49:00 GMT

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poly count seems ok just try to limit the number of polys your computer has to process at any 1 time. If you use complex high poly objects don't place them near other high poly objects. The total number of polys doesn't really matter.

Subject: How?

Posted by [Anonymous](#) on Wed, 02 Oct 2002 16:45:00 GMT

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I find that the Renegade engine is actually able to handle incredibly huge amounts of polygons, upwards of 200 000 on one screen is the most I have done before. It is the textures that the engine really struggles with, so try not to use a million different textures in one viewable scene.
