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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 01:02:00 GMT

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when you say "20k polys is a good size for a map" , thats not including base buildings is it?

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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 07:12:00 GMT

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Hm. Buildings have max 500-1000 Polys

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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 19:38:00 GMT

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yeah 20k is okay for a map, but if you can make it have least polys as possable, so the map doesn't cause lag.

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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 23:08:00 GMT

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quote:Originally posted by Laser2150:yeah 20k is okay for a map, but if you can make it have least polys as possable, so the map doesn't cause lag.Well, about the polygon count, you really don't need to worry about the it because most graphic cards get over 30 million polygons per second. And you guys are worried about little amount.

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Subject: polygons

Posted by [Anonymous](#) on Sun, 22 Dec 2002 23:26:00 GMT

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Is it just me, or do heightfield maps have more polygons?

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Subject: polygons

Posted by [Anonymous](#) on Mon, 23 Dec 2002 12:06:00 GMT

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quote: Well, about the polygon count, you really don't need to worry about the it because most graphic cards get over 30 million polygons per second. And you guys are worried about little

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amount. You have to consider the low end graphics cards and computers. Renegade was designed to have minimum requirements of PII 400, with a 16MB graphics card (i think), making maps for high end graphics cards is not you best option.20k polys is a good number for a map. Westwoods maximum was about 40,000 on city, and my latest map only has about 10k. But remember, there are other factors apart from polys you have to look out for.

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