

---

Subject: Do More Polygons Slow Down Gameplay?  
Posted by [Sanada78](#) on Mon, 05 May 2003 20:22:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I am currently making a map that was almost finished but suffered a corruption. I have since recovered the majority of the terrain but have started texturing again. Here are some screens shot it before with horrible texturing and a few bugs that I was going to repair.

<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=2452&s=2baf45d490893100d918cd1b78abc8e>

What I want to know is, do polygons have an affect on the games performance? The reason is in the pictures you may notice the surrounding cliffs over down with polygons including the middle ground. I did a tessellation on them but now sadly I can't undo it. When I tested it I noticed no real drop in performance even with VIS not enabled. I hope I don't have to make the cliffs again as I don't have time and they take ages to do.

---

---

Subject: Do More Polygons Slow Down Gameplay?  
Posted by [Captkurt](#) on Mon, 05 May 2003 21:11:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, to some degree, depending on the overall more you have, but in a nutshell, the answer is yes.

---

---

Subject: Do More Polygons Slow Down Gameplay?  
Posted by [maytridy](#) on Mon, 05 May 2003 21:22:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

There were becnhmark tests done that showed that multiple materials caused more lag than polygons, but excessive use of polygons does cause lag. You should optomize most everything in your map, and use VIS to reduce lag and improve gameplay.

That map looks pretty sweet. Just needs a little touching up. I concur with Ack, the textures do need some work.

---

---

Subject: Do More Polygons Slow Down Gameplay?  
Posted by [Sanada78](#) on Mon, 05 May 2003 21:32:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well if thats the case, I'm going to rebuild them parts. Now that I know more I can use my new skills to improve the way to do it. Just go to remind myself not to over do the tessellation.

---