
Subject: Poly Count for Maps

Posted by [CnCsoldier08](#) on Mon, 22 Mar 2004 05:18:35 GMT

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What is a good poly count for maps?(specifically renalert maps) Didnt Lefty make a better something for it?

Subject: Poly Count for Maps

Posted by [Cpo64](#) on Mon, 22 Mar 2004 07:45:55 GMT

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use the search function, this question has been asked hundreds of times.

I would give you an answer, but I can't remember.

Personally I don't really keep track of the number of polys. I just make sure I don't go crazy with them, and make sure everyone has a purpose. (well, not everyone, but most of them)

Subject: Poly Count for Maps

Posted by [htmlgod](#) on Tue, 23 Mar 2004 00:32:49 GMT

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Your poly count goal as a mapper really depends on the size of the map you're making. If the map is only 300x300 meters, every single poly and inch of texture on the map will be rendered, constantly, so it should have a lower poly count, probably a few thousand would be good. Another thing to take into consideration is the terrain type - interior (just walls, floor, and ceiling), or mountainous, or field like, etc. You definitely don't want to go above a few thousand for each 300x300 meter sector, if you do it will be harder for the graphics card to render, and thus induce a lower FPS, which is undesirable.

Subject: Poly Count for Maps

Posted by [Genocide](#) on Tue, 23 Mar 2004 04:43:08 GMT

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I once played a map that was over 200k polys and it run better than a normal map. very strange

Subject: Poly Count for Maps

Posted by [IRON FART](#) on Tue, 23 Mar 2004 04:52:22 GMT

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Is that map the Afghanistan map that is the max size a renegade map can be?

Anyway, If i'm not mistaken 300x300 will be a mid-large map.

If you can texture well, and use the right textures, you can make something look very real without it being a very high polygon count. Also put some thought into the map to avoid overloading bare areas with high-poly objects to fill space.

I know I didn't directly answer your question because I don't really know myself. But It should be kept as low as possible.

Subject: Poly Count for Maps
Posted by [gibberish](#) on Tue, 23 Mar 2004 05:46:41 GMT
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IRON-FARTAnyway, If i'm not mistaken 300x300 will be a mid-large map.

I think C&C_Under.mix is roughly about 300x300.

Subject: Poly Count for Maps
Posted by [Aircraftkiller](#) on Tue, 23 Mar 2004 23:39:42 GMT
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Every level made for RA ranges from 5,000 polygons to 60,000 polygons.

Subject: Poly Count for Maps
Posted by [IRON FART](#) on Wed, 24 Mar 2004 00:39:48 GMT
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Ok, so try not to use meshsmooth on the terrain (really no need for it), and the map should be fine.

Subject: Poly Count for Maps
Posted by [Cpo64](#) on Wed, 24 Mar 2004 05:22:04 GMT
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or only use meshsmooth where you need it
