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Subject: W3D Benchmark Tests

Posted by [SomeRhino](#) on Wed, 09 Apr 2003 12:39:03 GMT

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I don't think it's the texture mapping, it's the amount of materials. Each new material makes it slower. Really though, nothing can be done to change that, since most of the materials are buffered around base areas. Just don't use lots of materials near bases perhaps. I also think WWSkin objects slow it down though.

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