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Subject: Re: LE vs RenX - When to place vegetation  
Posted by [Titan1x77](#) on Fri, 09 Feb 2007 03:51:08 GMT  
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This was stated from ACK, not sure what his resources were, or If he did a benchmark himself...

but as far as I can recall, it was that the game managed it all as one object....instead of managing the main mesh and all other objects seperatly.

You could place the proxies and then unlock and move them after, but you would need to do this each time...and that may also be a performance hit.

I'd say some plain ol static meshes shouldnt really effect it much, but any plants i used was always placed in Ren-x...I could also scale them different sizes easier this way...and maybe manipulate a few polys here and there to add variation.

You could do a random test with a map with bases and just add a bunch of vegetation in ren-x than test and try and replicate the same amount in LE??