Subject: Air/Repair Pads.
Posted by General Havoc on Wed, 25 Jun 2003 12:42:27 GMT

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Yeah and you can get away with over 32 sides as a model that simple should not cause any lag. Besides it's the size of the textures that caused lag and not the polygons. But it's good at the moment, with a few agregates added it could be very good.

FACT: Westwood/EA Pacific confirmed that doing a 3-pass Alpha Blend in the W3D engine causes massive performance hits compared to a standard 2-pass one. This means polygons are not a main factor causing frame rate lag.

_General Havoc