Subject: The mod you all love !
Posted by Doitle on Fri, 18 Mar 2005 13:25:16 GMT

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It was a 400mhz AMD K6-2 with 64 MB of Ram. It had an ATI Rage LT Pro 4mb integrated video card. It was just awful. It played Renegade at about 11 fps and the drivers I installed to play Renegade made every other game un playable so each time I played Renegade I had to install new drivers. It was sure something... lol. Anyhow it got about 11fps in Renegade. I made the level, 6 1 million poly abrams tanks I stole off of 3dcafe I beleive. Untextured mind you, that's where all the performance comes from. Anyhow I dropped 6 of these into a basic plane in level edit, loaded the level and low and behold. I could walk around them and look at them and get them all on screen and no big slowdowns. I was shocked at my findings and still today beleive W3D has some of the best poly handling ability of any engine to date. I need to run tests on the Source engine but I can't do that until Hammer stops crashing every 30 seconds...