Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Mon, 17 Nov 2003 13:12:02 GMT

Renegade uses Managed Textures under DirectX. They're loaded prior to the scene being rendered if there's sufficient memory (Renegade has about 80mb of textures). If there isn't, it's swap time, and that causes a system performance issue (not an FPS slowdown) as the engine swaps textures back and forth from the disk.

Textures use memory, they require very little in the way of CPU or GPU time. Polygon limits are there to set performance boundaries.

If polygons don't matter, why is everyone making models for Renegade and still sticking to the approximate polygon limits that Westwood used?