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Subject: C&C Commando : Nod Turret

Posted by [Nodbugger](#) on Sun, 09 May 2004 21:40:13 GMT

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And how many times do i need to tell you people. polys do not matter that much in Renegade. You could have 300 hundred of those turrets on one map and it won't change the frame rate. I have tested it before.

I put a 1 million poly Abrams tank on a map. the computer was 400mhz. it has 64mbram and an ati rage video card. And it stayed at its average 4ps.

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