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Subject: Is this possible?

Posted by [Anonymous](#) on Sat, 25 Jan 2003 06:43:00 GMT

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quote:Originally posted by Sir Phoenixx:There wouldn't be anymore to render than when it wasn't destroyed. It would all be the same model, but in a destroyed form.It's not a matter of there being more to render. Renegade doesn't like objects being moved around so far. If an object gets too far away from its origin, then Renegade sometimes doesn't think it needs to be rendered anymore. I'm still trying to find a solution to this.I have made a civilian building that totally collapses. It's done a little differently then Renegade multiplayer buildings are. From what I can tell it works flawlessly.

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