Subject: Recruiting for Redegade 2 Mod Team.
Posted by Anonymous on Thu, 21 Nov 2002 16:20:00 GMT
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quote:Originally posted by OrcaPilot26:   quote:Originally posted by CyborgDC:
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quote:Originally posted by OrcaPilot26:Renegade buildings are 400-600 polygons, yours are
several thousand.   Did you see how much a *FULL* building in renegade is.....
      The "full" weapons factory is about 2000, your chronosphere is about 6000, and your nuke
silo (based on all the pipes on the side) has to be at least that much.And your worried about the
polygon count because.....1.It slows the game down,(not everyone has as fast of a computer as
you seem to have)2.I seriously doubt that you're even going to attempt a proper flying map with
vis3.They take up too much space1. That sucks for them.2. Your wrong.3. And your wrong again.I
see1.Nobody will download it because they won't be able to run it anyway2.You won't have flying
maps3.Who's going to download a mod that is 500 megs when other similar(and better) mods are
150 megs, of course, that is if you ever do finish the mod.Oh yeah, I don't see how your models
are "the best" because they seem to be a bunch of basic shapes slapped together, which explains
the high poly count, which is composed half of polygons that you can't see. A "good" modeler
would get rid of those extra polygons.1. Thanks you Moses for predicting the future..... NOT,
LOL.2. God man you got to stop being stupid thats like 3 times already.3. My chronosphere is now
under 2000 exterior and FULL interior.And 4 compaired to your team's models, my models are
really good, you team is not good enough to model the Chronophere, Nuke Silo, Weather Control,
and ect. And I modeled them by myself. And a good game looks as real as it can be. Sorry that
your comp sucks.   **LOL   ** [November 21, 2002, 16:22: Message edited by:
CyborgDC]