
Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:08:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: 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 vis 3. They take up too much space 1. That sucks for them. 2. Your wrong. 3. And your wrong again. I see 1. Nobody will download it because they won't be able to run it anyway 2. You won't have flying maps 3. 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.
