Subject: Recruiting for Redegade 2 Mod Team.
Posted by Anonymous on Wed, 20 Nov 2002 15:33:00 GMT

View Forum Message <> Reply to Message

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 vis3.They take up too much spaceHmmm....if you are complaining about his polycount on Nuke Silo or Chronosphere, why don't you make something better.....?