
Subject: New mod: renegade --> generals
Posted by [PiMuRho](#) on Fri, 25 Apr 2003 09:15:45 GMT
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OrcaPilot26 You won't need to model buildings, just use the Generals ones as they are as detailed or possibly more detailed (polygon wise) than the ones in Renegade, of course you'll have to model the interiors.

The Generals buildings will have significantly lower polycounts than the Renegade ones, plus you'd have to totally retexture them if you did use them - models in Generals are designed to be viewed from a distant camera, not close up.
