
Subject: Re: With all this crazy stuff we've added...
Posted by [Doitle](#) on Thu, 07 Jun 2007 18:30:28 GMT
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Alright thats something to think about. Renegade already has pretty terrible texture implementation. At least in my tests. That engine is designed to display so many polygons but just dies on textures. I once loaded a map with 10 million plus polygon Abrams tank models that were untextured and it ran great. Nodbugger will vouch for it. He saw. That was on a 400mhz computer with a 4mb ATI Rage LT Pro video card. I mean it ran great for that computer. I was getting a solid 15fps. I usually only got 12fps on normal Renegade maps.

Anyhow I see games like Robot Arena 2 which clearly were coded in a matter of hours. It can use many formats for its textures since it actually has a nice exporter in there for robot creation. It exports a UVW map for you with it all marked out so you can texture your robot. I was just hoping to find out more about this. I don't have the knowledge necessary to make this modification to Renegade. I wish I did... SK knows how bad I am at C++.

Ah well anyone else any input on this?
