
Subject: Re: Could someone test out my Havoc model?
Posted by [Oblivion165](#) on Fri, 07 Sep 2007 17:24:37 GMT
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I don't have any renegade related software installed at the moment, not even max to test my theory but my first instinct is that you have a bagillion more polys than the renegade engine can handle.

EDIT: Installed just w3d viewer and yup, 27,000 polys is WAY too much. Thats why its crashing everything.
