
Subject: Re: Could someone test out my Havoc model?
Posted by [Di3HardNL](#) on Sat, 08 Sep 2007 06:26:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Fri, 07 September 2007 12:24I 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.

yeah i already thought that indeed, cause when i edited the Alien model (made the head smaller and legs bigger) so it would fit on the havoc model, i saw it created like a million poly's..

so i might have to get a other model
