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Subject: Re: RenegadeX hud

Posted by [saberhawk](#) on Wed, 06 May 2009 11:24:04 GMT

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JeepRubi wrote on Mon, 04 May 2009 20:23 Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

The ramjet is rather disappointing. You'd think UE3 would support higher polygon counts, textures, or at least 3D meshes. Guess not. Renegade FTW!

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