
Subject: Re: Some questions/suggestions
Posted by [Spyder](#) on Sun, 27 Sep 2009 10:07:31 GMT
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Reaver11 wrote on Sat, 26 September 2009 21:16Renegade can already handel 6000 polyied textured models.

I dont think you will really need more then that for Renegade.

That's strange. About half a year ago I used a high poly model to replace the original sydney model. But when I launched the game, renegade kept on crashing when loading the sydney. And yes, it was boned and exported correctly.
