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Subject: Renegade Alert is Released!!

Posted by [Aircraftkiller](#) on Wed, 24 Sep 2003 21:27:03 GMT

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Excuse? What the fuck are you on? Inspect the \*.mix files and the Always.dat file and you'll see that the game uses a lot more texture memory than Renegade does.

Most, if not all, Renegade landscape textures are 128x128 or 256x256. Almost ALL Renegade Alert textures are 512x512 which gives them a lot more detail than standard Renegade does. All soldiers have 512x512 textures. All vehicles that we created have 512x512 textures.

The levels have above 25,000 polygons in most cases. Zama Flying is around 32,000 polygons. The Woods Today is around 40,000 polygons. Smaller levels are around 15,000 polygons, like DMIsles and Forest of Illusion.

It IS geared towards more modern computers.

I run it fine with 640 MB of SDRAM, a GeForce 4 Ti4200, and a 1,250 MHz Athlon XP 2600+ processor.

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