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Subject: Renegade Alert Weapons Update...

Posted by [Sir Phoenixx](#) on Sun, 16 Nov 2003 21:15:06 GMT

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DeafwaspUhhhh thats a nice grenaide and all, but it has a few to many hundred polys.....

No, it doesn't. The 1st person grenade is 748 polygons. The average/medium/etc. weapon polygon count would be around 1000 polygons. This grenade is a low polygon model. Also, this 748 polygon grenade is ONLY the 1st person model, the 3rd person model and projectile are 200 polygons.

Quote:That was on a 400mhz ati rage 8mb with 64mb ram computer.

Lie. My computer is 700mhz, with an 8mb Nvidia, with 256mb SDRAM, and I can almost play Renegade on MAX detail at an average of 30fps. There is no way you can play Renegade with the same detail level, with a computer that is not even half as powerful with over 1 billion polygons on screen.

Quote:Did you make them in 3DS Max and imported them, or where they made completely in GMax?

Both models were made completely in 3dsmax, including the UVW mapping. They were than imported into gmax to pass on to a team member to do the boning/whatever. (Neosaber)

Quote:Russian ak-47s are more reddish in tint. Chinese Korean and vietnamese ones tend to be more wood colored.

<http://kalashnikov.guns.ru/images/0501.jpg>

There is barely a slight difference in the tint. They're still AK47s, and just because some AK47s have a slightly higher red tint doesn't mean anything.

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