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Subject: Renegade Alert Weapons Update...

Posted by [Nodbugger](#) on Sun, 16 Nov 2003 23:10:03 GMT

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fps for that computer was normal. And after putting that many polys into a map it still did 4fps. So making things low poly really isnt rellevant in renegade. It doesnt put that much on the engine that it would slow it down. Loading textures does. Otherwise you would see objects popping up and not textures when you first start. those weapons could easily go up to 50k polys and it wouldnt make a difference.

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