

---

Subject: Renegade Alert Weapons Update...

Posted by [PiMuRho](#) on Mon, 17 Nov 2003 08:38:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Rubbish. Utter rubbish. Do you understand termslike "fill-rate"? If you saturate a scene with 50k+ poly weapon models, it will make a difference. Why do you think Westwood made such relatively low-poly models? Why do you think theirr level designers had a limite polygon budget to make the maps with?

Loading textures makes no difference - all textures are cached when you load the level, not loaded during it.

---