
Subject: Ren-Paintball Mod Needs Ur Help
Posted by [Doitle](#) on Sat, 01 Mar 2003 04:55:50 GMT
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And in response, here are the paintballs.

I made a zip file I can send you with the Gmax versions, the .tga textures, a picture of both paintballs, and the w3d versions. If you aren't planning on using Nod and GDI in your mod you can use the textures as a template and simply change the two colors. Each paintball is 20 polys and while that may seem way to low and you say the paint ball looks non-round, think that this is a projectile. It will be so tiny it will be like a bug flying past you. If each and every one of these were say 500 like a nice smooth Sphere. Now each person has a auto, or semi-auto marker. Say 3 shots in the air from each person. There are 32 people on the server. $3 \times 32 = 96 \times 500 = 48,000$ Polys wasted on projectiles whereas $3 \times 32 = 96 \times 20 = 1,920$. Anyhow JCCool, just reply here and tell me if you want the .zip file. If you do I can mail you it within a few mins as I got nothing better to do then post around these boards tonight!
