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Subject: Renegade Alert: Allied Destroyer  
Posted by [Blazea58](#) on Fri, 25 Jun 2004 10:56:57 GMT  
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By the way it looks here, half the people dont even know what pollygons are, and think there should be all these insane details that would be pointless to add to it.

If you want overly detailed stuff play battlefield veitnam, and have fun with your fps..  
If you want to walk ontop of boat decks, find a different game to play cause it isnt gonna happen with renegade.

This is Ren Alert, not real life so you cant expect everything to look exactly how it does in Real life.

Think about it this way.. The less textures used , the better. There was only 3 1024 textures used from what i heard, but in the sence of having less textures id say it turned out very nice.

I find it very accurate to what he modelled it from, and the window textures i think are perfect.

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