
Subject: Renegade Alert In-Game Ranger Images
Posted by [Aircraftkiller](#) on Mon, 24 May 2004 23:34:41 GMT
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Took these just now. Allied Sniper is visible in the vehicle. It's a bit small because of testing, but will probably be about 10-30% larger.

Don't mind my FPS in the second image. Anything with an emitter, or an alpha texture, causes my FX 5200 to lose about 25-50% in performance.

Subject: Renegade Alert In-Game Ranger Images
Posted by [Dishman](#) on Tue, 25 May 2004 00:23:25 GMT
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Sweet x2.

Subject: Renegade Alert In-Game Ranger Images
Posted by [z310](#) on Tue, 25 May 2004 01:47:43 GMT
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DishmanSweet x2.

Subject: Renegade Alert In-Game Ranger Images
Posted by [SuperFlyingEngi](#) on Tue, 25 May 2004 02:35:10 GMT
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I was just playing RenAlert half an hour ago and thinking that there needed to be a new ranger model...Anyway, looks good, but you're right, it does need to be a bit bigger.

Also, what does it matter whether your framerate is 72 or 36? Last I checked, the human eye could only detect discrepancies below 24 FPS.

Subject: Renegade Alert In-Game Ranger Images
Posted by [mrpirate](#) on Tue, 25 May 2004 02:41:24 GMT
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It's nowhere near that simple. Here is as good an explanation as I've found about a human's ability to perceive frame-rates.

Subject: Renegade Alert In-Game Ranger Images
Posted by [SuperFlyingEngi](#) on Tue, 25 May 2004 02:52:14 GMT
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Well, DVDs are generally 24 FPS, so I'll just go by that.

Subject: Renegade Alert In-Game Ranger Images
Posted by [Brutus](#) on Tue, 25 May 2004 19:06:23 GMT
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Can you shoot the driver while he is in the vehicle?

Subject: Renegade Alert In-Game Ranger Images
Posted by [z310](#) on Tue, 25 May 2004 19:12:53 GMT
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that would be fun then steal the car

Subject: Renegade Alert In-Game Ranger Images
Posted by [Creed3020](#) on Thu, 27 May 2004 02:07:26 GMT
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Your eyes and brain can register up and around 60 FPS, anymore then that and you would really care because well we can't see transitions that fast.

Though I don't have any other sources to back this up on, it's just something we did a project at school for.
