
Subject: awesome thin 4 mapz
Posted by [nopic](#) on Wed, 09 Feb 2005 18:10:50 GMT
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http://www.3dkingdom.org/modules/My_eGallery/gallery/models/Ramjet-Rifle.jpg

Subject: awesome thin 4 mapz
Posted by [visorneon](#) on Wed, 09 Feb 2005 18:19:15 GMT
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Uhhh... right and how is that good for maps?

also thats been posted here atleast twice before

Subject: awesome thin 4 mapz
Posted by [Dave Mason](#) on Wed, 09 Feb 2005 19:38:37 GMT
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The poly count on those is probably more than all of the weapons in ren put together, maybe twice as much.

Basically, if that model was used in game everybody would have about 1fps if not less.

Subject: awesome thin 4 mapz
Posted by [DarkDemin](#) on Wed, 09 Feb 2005 22:20:55 GMT
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I posted that image a loooooong time ago retard.

Subject: awesome thin 4 mapz
Posted by [Oblivion165](#) on Wed, 09 Feb 2005 22:22:38 GMT
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He signed up 3 days ago, he wouldnt of know.....oh erm retard.

Subject: awesome thin 4 mapz
Posted by [Dave Mason](#) on Wed, 09 Feb 2005 23:55:49 GMT
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He's been here long before 3 days ago.

It's taslayer posing as his "brother".

Subject: awesome thin 4 mapz

Posted by [icedog90](#) on Thu, 10 Feb 2005 00:39:32 GMT

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DJMThe poly count on those is probably more than all of the weapons in ren put together, maybe twice as much.

Basically, if that model was used in game everybody would have about 1fps if not less.

No, it wouldn't barely affect it at all.

Subject: awesome thin 4 mapz

Posted by [nopic](#) on Thu, 10 Feb 2005 01:11:34 GMT

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im sorry i should of checked the forum before i posted sorry

Subject: awesome thin 4 mapz

Posted by [M1Garand8](#) on Thu, 10 Feb 2005 01:15:07 GMT

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That model has about somewhere from 2k to 10k polys, if I'm not wrong...

Subject: awesome thin 4 mapz

Posted by [liberator](#) on Thu, 10 Feb 2005 01:15:09 GMT

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icedog90DJMThe poly count on those is probably more than all of the weapons in ren put together, maybe twice as much.

Basically, if that model was used in game everybody would have about 1fps if not less.

No, it wouldn't barely affect it at all.

Yes, it would. That rifle has probably about 150,000 polies which is as much as many of Renegade maps.

Subject: awesome thin 4 mapz

Posted by [Doitle](#) on Thu, 10 Feb 2005 01:34:24 GMT

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Again, wouldn't make a diddly. Go put a 150,000 poly model on a westwood map. You will be amazed to see that you DON'T have 1fps. You'll have a good portion of what your normally got. Renegade has totally awesome sauce model implementation. 100% suck of the ass texture implementation. So if you import a 150,000 poly gun it will run fine, slap a texture on it and watch the fps erode. Actually 1 texture prolly wouldn't hit that bad but if you use like a special texture, or do some wonky ness like shine, well... consequences would be dire.

Subject: awesome thin 4 mapz

Posted by [cowmisfit](#) on Thu, 10 Feb 2005 01:42:03 GMT

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Quote:awesome thin 4 mapz

I can't spell , everyone knows that. But this kid down right pisses me off even.

Awsome thing for maps*

And I hate to be repeditive, but you sir are a moron. How does a weapon have anything to do with the map?

Subject: awesome thin 4 mapz

Posted by [Blazer](#) on Thu, 10 Feb 2005 01:47:19 GMT

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DoitleRenegade has totally awesome sauce model implementation.

Mmmmm sauce

Subject: awesome thin 4 mapz

Posted by [glyde51](#) on Thu, 10 Feb 2005 02:01:44 GMT

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cowmisfitQuote:awesome thin 4 mapz

I can't spell , everyone knows that. But this kid down right pisses me off even.

Awsome thing for maps*

And I hate to be repeditive, but you sir are a moron. How does a weapon have anything to do with the map?

Liar, I'm the REAL shottie whore.

Subject: awesome thin 4 mapz

Posted by [cowmisfit](#) on Thu, 10 Feb 2005 02:05:19 GMT

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No your the forum troll who is the spam whore. Get it straight

Subject: awesome thin 4 mapz

Posted by [icedog90](#) on Thu, 10 Feb 2005 02:09:31 GMT

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DoitleAgain, wouldn't make a diddly. Go put a 150,000 poly model on a westwood map. You will be amazed to see that you DON'T have 1fps. You'll have a good portion of what your normally got. Renegade has totally awesome sauce model implementation. 100% suck of the ass texture implementation. So if you import a 150,000 poly gun it will run fine, slap a texture on it and watch the fps erode. Actually 1 texture proolly wouldn't hit that bad but if you use like a special texture, or do some wonky ness like shine, well... consequences would be dire.

Thank you for proving my point.

Subject: awesome thin 4 mapz

Posted by [Nodbugger](#) on Thu, 10 Feb 2005 02:12:22 GMT

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icedog90DoitleAgain, wouldn't make a diddly. Go put a 150,000 poly model on a westwood map. You will be amazed to see that you DON'T have 1fps. You'll have a good portion of what your normally got. Renegade has totally awesome sauce model implementation. 100% suck of the ass texture implementation. So if you import a 150,000 poly gun it will run fine, slap a texture on it and watch the fps erode. Actually 1 texture proolly wouldn't hit that bad but if you use like a special texture, or do some wonky ness like shine, well... consequences would be dire.

Thank you for proving my point.

I believe it was mine and Doitle's point before yours. We have been saying this since Renegade tools came out. People still don't seem to listen.

Subject: LOL to everyone

Posted by [Dave Anderson](#) on Fri, 11 Feb 2005 22:30:21 GMT

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Where can you download this model replacement at it looks kool and i have a really fast pc and internet so it wouldnt bother me.
