
Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:01:00 GMT
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I had to remake the Nuke Silo interior because when I tried to reopen it, it ****ING crashed, and I was ****ed.... But that was a good thing because look of the pics I got here.As I said befor I can't put a nuke inside, it wont fit, when I post the file up for public use you can make your own.
<http://www.n00bstories.com/image.fetch.php?id=2094861067><http://www.n00bstories.com/image.fetch.php?id=1411772645><http://www.n00bstories.com/image.fetch.php?id=1214059320><http://www.n00bstories.com/image.fetch.php?id=1958397364> [November 14, 2002, 19:02: Message edited by: CyborgDC]

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:06:00 GMT
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These are much better screenshots then the ones I saw before, are you also putting up the exterior for download as well as the interior?

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:07:00 GMT
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wow.... those are nice. btw whats the poly count. will u make a missle inside .*starts to walk away* GREAT JOB *takes off*

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:08:00 GMT
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Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:15:00 GMT
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quote:Originally posted by avroaero:wow.... those are nice. btw whats the poly count. will u make a missle inside .*starts to walk away* GREAT JOB *takes off* Lets say over 10,000 interior only. ****!Anyways polygons don't make lag. So when making model go all out.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:17:00 GMT
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Oh.....oh!! Watch out the poly!!!! Oh, ****that was close...

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:17:00 GMT
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quote:Originally posted by ApacheRSG:These are much better screenshots then the ones I saw before, are you also putting up the exterior for download as well as the interior?I have a minor vertex problems I need to fix and I will post it with the exterior. Oh did I tell you the exterior is 10,000 polygons, do the math.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 19:43:00 GMT
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quote:Originally posted by CyborgDC: quote:Originally posted by avroaero:wow.... those are nice. btw whats the poly count. will u make a missile inside . *starts to walk away* GREAT JOB *takes off* Lets say over 10,000 interior only. ****!Anyways polygons don't make lag. So when making model go all out.Actually the amount of polys affect several things many people dont think about.1. They effect load time on the map-Yes this is true, to my computer and my friends.2. The game may not be able to keep track of them all-This is very true ,you may experience invisible walls, objects, or even vehicles.3. Lag- It does play a role in with the amount of lag, so do amount of detail in textures. I wish i could find the quote, but as Delphi (sp*) himself textures and polys do play a role in lag.4.You do not need to go all out- it is very easy to produce very nice models with base line poly counts such as 2000 polys. I personally follow that rule. The more low end models you make, the better you will become at creating high end models with low poly counts. Im sure there were many things you could have done to reduce the amount of polys in the interior.5. I want to see a missile in that thing NOW. It does not have to exact, many nuclear warheads are tall and thin. Other wise good job.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Thu, 14 Nov 2002 22:37:00 GMT
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cyborg, get ahold of me tomorrow on AIM or MSN and i will let you know how a nuke looks so you can put that missile in

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Fri, 15 Nov 2002 03:56:00 GMT

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Very nice! Looks better than the older screenshot, i like the ladders and railings. Oh, and BTW, both polys and textures count towards game performance...textures moreso than polys, but it is all relative. Greg has said in the past that BOTH take a toll on the game engine. But lets not turn this subject into another polys vs textures.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Fri, 15 Nov 2002 14:04:00 GMT

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quote:Originally posted by gavhill8k:i get video lag on a geforce 3 64 meg cause my card runs too fast for the server host considering i have 1 gig ddr ram 2200 amd xp and asdl i dont get lag. video lag is the lag its rarely the ping and besides i you host you will never get lag as you are the bench mark for every1 else playing that server so if you get 70 fps and some1 joins who only get 20 they would semm to lag they could be on a 2 meg conection it would make no diferance.Sucks to be you. LOL

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Fri, 15 Nov 2002 15:16:00 GMT

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You people know nothing about lag.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Fri, 15 Nov 2002 17:25:00 GMT

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quote:Originally posted by aircraftkiller2001:You people know nothing about lag.What is there to know lag is bad. [November 15, 2002, 17:25: Message edited by: CyborgDC]

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Fri, 15 Nov 2002 17:29:00 GMT

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Oh yah, thall shall not spam on thy Topic.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)

Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:00:00 GMT

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quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC: quote:Originally posted by avroaero:wow.... those are nice. btw whats the poly count. will u make a missile inside . *starts to walk away* GREAT JOB *takes off* Lets say over 10,000 interior only. ****!Anyways polygons don't make lag. So when making model go all out. Actually the amount of polys affect several things many people dont think about. 1. They effect load time on the map-Yes this is true, to my computer and my friends. 2. The game may not be able to keep track of them all-This is very true ,you may experience invisible walls, objects, or even vehicles. 3. Lag- It does play a role in with the amount of lag, so do amount of detail in textures. I wish i could find the quote, but as Delphi (sp*) himself textures and polys do play a role in lag. 4. You do not need to go all out- it is very easy to produce very nice models with base line poly counts such as 2000 polys. I personally follow that rule. The more low end models you make, the better you will become at creating high end models with low poly counts. Im sure there were many things you could have done to reduce the amount of polys in the interior. 5. I want to see a missile in that thing NOW. It does not have to exact, many nuclear warheads are tall and thin. Other wise good job. 1. I got 64mb graphic card and I feel no lag. 2. My loading time is no difference, loading time is how much harddrive space you have open. 3. No nuke for you. Me and Dante will have a talk about the nuke.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:05:00 GMT
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If yall don't want such a high polygon count delete the rails and ladders. Look here to see what rails and ladders did to the polygon count. <http://www.n00bstories.com/image.fetch.php?id=1328740356> [November 15, 2002, 12:19: Message edited by: CyborgDC]

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:34:00 GMT
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poly count does affect lag as one of the main causes of lag in ren is severes with a host wiith a low end gfx card so you can have a ping under 100 but you will still lag as you are moving too many frames a second compared to the server so say some1 with a geforce 2 hosts a game with a high polly map the hot fps will be like 30-40 if not less then some1 with a top of the range ati they would get like around 200 fps meaning they move 4 times as fast as the gefoce 2 causing the person with the ati to lag with out it being the net conection.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:39:00 GMT
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quote:Originally posted by gavhill8k:poly count does affect lag as one of the main causes of lag in

ren is severes with a host wiith a low end gfx card so you can have a ping under 100 but you will still lag as you are moving too many frames a second compaired to the server so say some1 with a geforce 2 hosts a game with a high polly map the hot fps will be like 30-40 if not less then some1 with a top of the range ati they would get like around 200 fps meaning they move 4 times as fast as the gefoce 2 causeing the person with the ati to lag with out it being the net conection.Sucks for you, get bigger RAM. And I say again I don't get lag I don't really care if you get lag if you do, LOL.

Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by [Anonymous](#) on Sat, 16 Nov 2002 00:51:00 GMT
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i get video lag on a geforce 3 64 meg cause my card runs too fast for the server host considering i have 1 gig ddr ram 2200 amd xp and asdl i dont get lag. video lag is the lag its rarely the ping and besides i you host you will never get lag as you are the bench mark for every1 else playing that server so if you get 70 fps and some1 joins who only get 20 they would semm to lag they could be on a 2 meg conection it would make no diferance.
