Subject: Le/Ren maps
Posted by Kamuix on Sat, 22 Jul 2006 04:21:33 GMT
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Just kind of Curious, What are the limits on Renegade maps and how big can you make them.
The map editor lets you scroll for farover 10 million meters.

Subject: Re: Le/Ren maps
Posted by Zion on Sat, 22 Jul 2006 04:45:42 GMT
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To my knowlage, the Renegade engine can take about 320,000 polys maximum per map so
basicly you're safe (unless you decide on making maps bigger than the world).

Subject: Re: Le/Ren maps
Posted by Kamuix on Sat, 22 Jul 2006 05:35:12 GMT
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I wasn't really thinking of the Polygon limit, when you say 320,000 polys, is that total including all
Terrain, Tile, Objects etc. Because i think the limits alot higher than that.

I just tested that by placing 15 of those helis i had modelled, The small one i had posted of this
forum awhile back that people sayed you would probably get you're head chopped off. There was
35000 polys in each heli, so there was basicly over 500,000 polys in my level and it worked, I
looked at all the choppers at the same time and my FPS went down to 1 Rofl, than went back up
when i blew them all to hell.

Subject: Re: Le/Ren maps
Posted by Zion on Sat, 22 Jul 2006 06:04:32 GMT
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Thats probably why