
Subject: Eclipse GSX Mod

Posted by [Dante](#) on Sat, 10 Jan 2004 14:09:14 GMT

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Wanna screw off for a bit, got some free time, feel like driving an Eclipse GSX in Renegade, thy this out.

RenEvo Eclipse Mod

Screenshots:

Server online on WOL for at least a couple hours today

ServerName: RenEvo Eclipse Mod

ServerHost: dantefds

Enjoy.

Subject: Eclipse GSX Mod

Posted by [Renx](#) on Sat, 10 Jan 2004 14:47:57 GMT

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lol, that's pretty sweet. Are you going to add anymore cars to it?

Subject: Eclipse GSX Mod

Posted by [gendres](#) on Sun, 11 Jan 2004 18:59:33 GMT

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really cool, just needs a good skin..

Subject: Eclipse GSX Mod

Posted by [Nodbugger](#) on Sun, 11 Jan 2004 19:03:02 GMT

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now how many polys is the eclipse, just so I can prove polys don't matter in Renegade.

Subject: Eclipse GSX Mod

Posted by [Genocide](#) on Sun, 11 Jan 2004 19:14:31 GMT

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5289

Subject: Eclipse GSX Mod

Posted by [Deactivated](#) on Sun, 11 Jan 2004 20:01:29 GMT

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That's way too much. I think 2000 would be the absolute max for a single vehicle, though 1400 would do just fine.

For comparison, vf_orca has "only" 1326 polygons.

Subject: Eclipse GSX Mod

Posted by [Nodbugger](#) on Sun, 11 Jan 2004 20:06:24 GMT

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SeaManThat's way too much. I think 2000 would be the absolute max for a single vehicle, though 1400 would do just fine.

For comparison, vf_orca has "only" 1326 polygons.

as I said before, and many other times. polys do not matter.

Subject: Eclipse GSX Mod

Posted by [Doitle](#) on Sun, 11 Jan 2004 22:18:46 GMT

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Hosting a little 8 person serv of this right now for a little while! Join it! Break Yo Self
