[quote title=Jerad2142 wrote on Mon, 21 April 2008 16:46]Jerad wrote on Mon, 21 April 2008 08:44Renx wrote on Sat, 19 April 2008 23:30130k poly model, one of the most detailed ever made for Renegade

http://www.renegadeforums.com/index.php?t=msg&goto=71591&rid=735
Funniest thing I have read all day.

Saberhawk wrote on Sun, 20 April 2008 15:33You can have 65535 vertices per-mesh at the most (technical limit, models are indexed data, the indices are 16 bit integers)
Basically if you took a plane and gave it 65535 vertices and exported it, it would work. If you gave it 65536 it would crash the game, but it you broke it in half, into TWO meshes and then exported it would work again.

You wouldn't be able to export 65536 vertices. Best case, it references vertex 0 instead of 65536, worst case it crashes the exporter.