Subject: Re: Some questions/suggestions
Posted by Reaver11 on Sun, 27 Sep 2009 11:06:03 GMT

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DimitryK wrote on Sun, 27 September 2009 05:07Reaver11 wrote on Sat, 26 September 2009 21:16Renegade can already handel 6000 polyied textured models.
I dont think you will really need more then that for Renegade.

That's strange. About half a year ago I used a high poly model to replace the original sydney model. But when I launched the game, renegade kept on crashing when loading the sydney. And yes, it was boned and exported correctly.

Define highpoly (asin how much polygrons). Also I mean this in triangle count. (editable meshes / or the polycount in w3dviewer)

Also how did it crash? When loading up the game or buying the char? Or a few min after you bought it?