Subject: Re: Boning...
Posted by SSIDJTHED on Sat, 17 Oct 2009 22:01:15 GMT

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GEORGE ZIMMER wrote on Sat, 17 October 2009 14:26Altzan wrote on Sat, 17 October 2009 16:17Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the polygons are used.

Yeah but this is renegade... but yeah... it may lower renegades fps a couple notches when Good-One-Driver is COMPLETE