Subject: Re: Boning...
Posted by Reaver11 on Sun, 18 Oct 2009 10:09:46 GMT

SSIDJTHED wrote on Sat, 17 October 2009 17:01GEORGE 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

No offence but Renegade isnt allowing fully textured vehicles with +18000, it will just crash. I did advise to stick around 6000 for a vehicle.

So whetever or not he would complete it. The work would be a waste.