Subject: C&C Commando: Surface-to-Air Missile Site
Posted by Deactivated on Fri, 07 May 2004 08:45:10 GMT
View Forum Message <> Reply to Message

icedog90It seems someone is failing to tell me the poly count.
And if this mod has a goal to make Renegade look better and have more polygons, then people who have sucky systems will be doomed. Now, if I run a fan map, I'll find it going about the same speed as the official levels, sometimes more.

Its polycount is: More-than-your-6-year-old-computer-can-handle

Their computers are already doomed.
We're supposed to advance, not wander in the past.
Anyway, a computer from 2000 will be able to handle Commando just fine..
600mhz processor, 2nd-generation GPU video card (GeForce 2), 64 MB memory..