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Subject: Mammoth Mk2 @ Reborn ;)

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:40:00 GMT

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quote:Originally posted by aircraftkiller2001:You guys need to start doing better vehicles... Your polygon to texture ratio is really bad. Your textures should make up 50% of the vehicle detail... The polygons should not be the total representation of it! You're gonna kill FPS in-game if you don't start chopping off polygons and skinning the vehicles better.Just all IMO.hmm you dunno how much polys it has, it has 2000 polys, ok that's not really low poly, but i think that's the limit you can go to in renegade...all of the other vehicles are having 1000 polys to 1500 polys and not more...

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