

---

Subject: CNC REBORN : Umagon

Posted by [Deactivated](#) on Sat, 07 May 2005 14:23:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sir PhoenixxUh, no since there isn't any limitations, it being "outdated" is completely irrelevant. Renegade has no polygon limits, I'm not sure about the texture size limitations, but they can already be done as large as new games. The game not having models that good is also no reason at all to not try to make good models.

However there is a catch: If you use "high"-poly models (more than 2000), it will mess up the LOD system.

Even if the game was running at 60 FPS, the game would always load the low LOD version of the model. When the "high"-poly models are not on the screen, the game loads the highest LOD version of the model (depending on Graphics settings).

---