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Subject: W3D Engine Test

Posted by [Carl](#) on Thu, 08 May 2003 00:26:52 GMT

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Aircraftkiller...

Right...

W3D can handle up to 400,000 polygons, probably more, without any real problems. Materials and textures will cause issues at 400,000, though.

Hmmm seems your westwood cronies didnt let you in on all the secrets Jonathan.

But you wouldn't care about that now would you.

There are ways to get your good textures on there and keep your fps down. It jsut takes some DEVOTED time. Given the difficulty, and considering i dont even really understand what i have just scratched the surface of, at this point posting it here would be of no use. however if you want to play with it yourself ack, let me know and i will fill you in.

Then again, your more about being popular, not pleasant.

AircraftkillerWhat possibilities? That's elaborate crap that isn't needed in Renegade.

Everyone has to make maps that are under a certain polygonal limit. Most people have a decent gaming rig, and if you're making maps for anyone but them... You might as well not even bother making maps for Renegade.

You don't need that much detail in Renegade... There is absolutely, truly, no need for it.

The sheer narrow-mindedness displayed in this statement is appalling.

What possibilities?

Well, lets say, vast underground maze complexes.not just an unrealistic squar tube. i dont care what you say, but it makes a difference running through a rocky tunnel. It is what we like to call an effect of realism.

Imagine being able to have TRUE grass blades on your map. Talk about an on-edge map. Running around in tall grass where if someone crouches you cant see them. Now that ack is something i have seen MANY games, such as delta-force do extremely well. And the effect it adds to gameplay is insumountable. something so simple, yet so profound in terms of gameplay.

To say that no one needs and/or wants higher poly maps is just like IBM saying people dont need computers in their home.

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