
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Blazea58](#) on Fri, 26 Jan 2007 00:05:31 GMT
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Quote:Looks like you guys have some pretty shiny buildings in this mod. Have you had the see through buildings glitch that occurs with 3.0 + yet?

Yea most of the high contrast comes just from the bloom, but i tend to like it, and sometimes i have gotten the see through stuff but seems to only be at the same time i get the light source bug that causes it to move.

Quote:Also I noticed that RP2 only has 2 civilian vehicles, my mod has 10 civilian vehicles, one of which is the same SUV as your's (you guys must have also got your models from the same site <http://www.turbosquid.com/Search/Index.cfm>). Any way one is a van, one is a helicopter, and one is a race car the rest are normal civilian cars. If you guys want more of a variety I will give them all to you (I only use them on two levels and they are all already boned).

Yea it is sad to say that there isn't many vehicles in total let alone civ ones. I usually take what i can get given they have a set amount of polygons and a decent texture (usually go for photorealistic over anything) so getting them can be tricky.

I took a look at the pack you sent, and i can only see one Castrol car that might be salvaged since all the rest are ranging from 30-80,000 polygons, and most have no texture at all. I don't quite want 2 cars to equal the entire maps polygon count lol. I try to stick with anything under 3000, so its quite hard to do anything with the others.