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Subject: Re: C&C 3 Renegade Mod

Posted by [rm5248](#) on Sun, 04 Mar 2007 18:08:30 GMT

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One Winged Angel wrote on Sun, 04 March 2007 18:55

jamiejrg: The models on C&C3 would go into Renegade. Renegade can hold more polygons than you think. Personally I don't believe the models are that high a quality in C&C3. It's just the textures and shaders that make them look nice.

Actually, Renegade holds polygons very well, it's just that it absolutely dies when you put any sort of texture on them.

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