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Subject: genegade--> usa barracks model, usa powerplant and gla bu

Posted by [Dante](#) on Sat, 12 Jul 2003 19:50:08 GMT

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have too much Polys.

LOL!!! Just pathetic.

Isn't it enough that you've turned 3 other threads into "flame wars" over the same thing.

Most normal people would learn from their mistakes, and try to better themselves, you are a special case. It had nothing at all to do with FPS, game speed, computer power, etc.

You still don't know how games work, and how to model properly (among a VAST list of other things). A cylinder doesn't need to have 20 plus sides to appear round in game, you would barely be able to tell the difference between a small cylinder with around 10 sides apart from another small cylinder with 20 sides when rendered in game if they were given the best skin. The skin gives it the illusion that it's round. What's even worse, you gave the axel and shocks, which aren't visible at all ever (unless you crouch and get right up against the vehicle), the same number of unnecessary sides.

Something as SIMPLE as a buggy shouldn't be in the neighborhood of 3500 polygons. Just because you can get away with an unnecessarily large polygon count, for something so damn simple, doesn't justify it.

Instead of stalking me and trying to start something with me in every thread you can find that I've posted in, you could be learning how to make better models.

each Renegade vehicle was "slotted" 1000 polys for best performance, each Generals vehicle was "slotted" 300-400 polys, it is quite obvious he did a direct import, resized, boned, and put it in game.

quite simply, you CAN put some poly's on the thing, im not going to play something that looks like a cartoon with 300 polys, hell, my guy running around has more polys than that.

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