

---

Subject: Re: Some questions

Posted by [saberhawk](#) on Tue, 12 Feb 2008 02:54:40 GMT

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

---

Mad Ivan wrote on Mon, 11 February 2008 14:12Hi again, everybody!

I did some testing these last few days and i stumbled across some dead ends. So i need some assistance:

1.The first question is related to exporting models with HUGE polycounts and viewing them in W3D Viewer.

My problem occurs when exporting really high-poly-budget models. 3DS Max will either return a "Could not export to file" error or (if the export is successful) when the file is opened, W3D Viewer will return an "Internal Application Error". The polycount of my "Internal Application Error"-model is 29452 polys.

So is the problem in the viewer or in my machine?

My specs are: AMD Athlon64 3000+, 512MB RAM, NVIDIA GeForce7600 GS 512MB (i think).

2.I was really impressed by the so-called "flashlights" that mimic Dynamic Lighting in Renegade. So how is it done? I haven't had the time to investigate myself so some help would be appreciated =).

3.And the last is related to Saberhawk. Is there a way to contact him? I haven't seen him around the N00bStories/apathbeyond chat channels.

1. Renegade uses 16 bit indices for rendering, so you should be able to successfully use up to 65535 vertices per-mesh.

2. Those "dynamic lighting" flashlights are using projector objects attached to bones from what I can tell, but doing so is rather expensive CPU-wise and I'd recommend not doing it as Renegade is already rather CPU-limited.

3. Nope, no way to contact Saberhawk at all.

---