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Subject: C&C Commando : Nod Turret

Posted by [htmlgod](#) on Thu, 06 May 2004 20:51:35 GMT

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W3d viewer's render device is the same as Renegade's, so if it renders at 970 polys in w3d viewer, you're seeing the mesh exactly the same as it will be rendered in-game. Also, the reason that Renegade has a large always.dat (and associated files) is due to singleplayer sounds, missions, and related models and textures. None of that matters in-game, only load time is affected by that - there is less to load in a reduced always.dat version of the game. I'd understand if you were adding polygons to add detail, but it seems like lots of polygons are going to waste for a relatively simplistic model - its not exceptionally detailed, yet that is your defense for its rather outlandish polygon count.

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