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Subject: C&C Commando : Nod Turret

Posted by [Sir Phoenixx](#) on Wed, 26 May 2004 15:19:26 GMT

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and each poly that is a box is divided into 2 triangles, hence making more vertexes.

i showed some of my friends that do 3D for a living this statement. boy did we get a laugh outta that. next time think about what you are saying before you say it or you will just get laughed at again.

Those people who do "3D For A Living" must work for a real low budget company who's desperate for anything that looks just "good".

They and you are also dumbfucks and have the knowlage about engines as good as a dead cow.

The W3D Engine renders in Triangles, yes those 3 sided shapes.

Now stop coming into topics and posting donkey shit that has no relevance to the topic so piss off.

Wow, that went completely over your head. Renegade, like nearly every other 3d game I have ever seen, renders in POLYGONS. Polygons in this case ARE triangles, they're not different. Saying that Renegade renders in triangles and not polygons is just plain stupid.

(I think he replied to this thread with that quote by mistake...)

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