
Subject: Fire Animation

Posted by [NeoX](#) on Wed, 30 Jun 2004 19:17:47 GMT

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htmlgod1100 is a lot for a gun. All of the Westwood guns are 800 or less, and many are well under 500. When you animate that, combined with the projectile calculations and everything else being rendered and calculated, the game may run slower.

Renegades Guns a blocks.... basicly.... :rolleyes: a 1100 poly gun is fine for renegade.
