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Subject: Fire Animation

Posted by [htmlgod](#) on Wed, 30 Jun 2004 19:33:27 GMT

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NeoXa 1100 poly gun is fine for renegade

1100 polygons is fine until you put a 512x512 TGA texture on it, render 5-6 of that gun, along with the terrain, vehicles, and everything else. I'm not saying the engine can't handle 1100 polygons, I'm saying its excessive for a weapon model.

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