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Subject: Fire Animation

Posted by [NeoX](#) on Wed, 30 Jun 2004 20:51:56 GMT

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htmlgodNeoXa 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. For first person is doesnt matter.. if you were to use the same 1100poly model for third person i would guess it would lag..

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