Subject: Scripts 4.0 vehicles
Posted by Gen_Blacky on Sun, 08 Mar 2009 04:57:08 GMT
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Can you make it possible so people can use custom vehicles , i reboned every westwood vehicle and took all the lod crap out it and it would be awesome if i could use it. i didnt modify any of the vehicles just removed all the lod out and reboned them.

Subject: Re: Scripts 4.0 vehicles
Posted by saberhawk on Sun, 08 Mar 2009 05:40:59 GMT
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Gen_Blacky wrote on Sat, 07 March 2009 23:57Can you make it possible so people can use custom vehicles , i reboned every westwood vehicle and took all the lod crap out it and it would be awesome if i could use it. i didnt modify any of the vehicles just removed all the lod out and reboned them.

No.

Subject: Re: Scripts 4.0 vehicles
Posted by Gen_Blacky on Mon, 09 Mar 2009 04:31:19 GMT
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meh why not make 2 sets of vehicles in scripts 4.0 , one without lod and the other default for people with crapy computers. Whole idea is to improve renegade from its current state.

Subject: Re: Scripts 4.0 vehicles
Posted by saberhawk on Mon, 09 Mar 2009 04:56:09 GMT
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Gen_Blacky wrote on Mon, 09 March 2009 00:31meh why not make 2 sets of vehicles in scripts 4.0 , one without lod and the other default for people with crapy computers. Whole idea is to improve renegade from its current state.

No. Vehicle meshes are staying the way they are.

Subject: Re: Scripts 4.0 vehicles
Posted by RTsa on Tue, 10 Mar 2009 06:53:04 GMT
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Gen_Blacky, why not just force LOD bias in graphics card settings?