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Subject: awesome thin 4 mapz

Posted by [Nodbugger](#) on Thu, 10 Feb 2005 02:12:22 GMT

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icedog90DoitleAgain, wouldn't make a diddly. Go put a 150,000 poly model on a westwood map. You will be amazed to see that you DON'T have 1fps. You'll have a good portion of what your normally got. Renegade has totally awesome sauce model implementation. 100% suck of the ass texture implementation. So if you import a 150,000 poly gun it will run fine, slap a texture on it and watch the fps erode. Actually 1 texture prolly wouldn't hit that bad but if you use like a special texture, or do some wonky ness like shine, well... consequences would be dire.

Thank you for proving my point.

I believe it was mine and Doitle's point before yours. We have been saying this since Renegade tools came out. People still don't seem to listen.

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