Subject: Increasing the Decal Limit -- Is It Possible?
Posted by theplague on Sat, 30 Apr 2005 03:38:02 GMT

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danpaul88unlimited decal limit would cause all sorts of problems for low end computers in a large game....even high end computers would struggle after a while.......fps would drop like a rock.

Although it would be nice to increase it a bit, client side only if its possible, so you could customise it to what your comp can handle....

^^ -_- lame post... ^^ (his asking if it could be done, not what will happen...)

anyways if you can't find it in the config , then you can't do it easyly. i think it's at 50 default (half a clip of mini gun to the ground...)

won't effect to much if you got like a gig of ram, but if you do find it, i recomment 300 max (512 or 1gig ddr...lol)

renegades a good game, but just not efficient (bot in computer resorces and bandwidth)