Subject: Re: character model problem Posted by danpaul88 on Fri, 11 Mar 2011 14:08:29 GMT View Forum Message <> Reply to Message

As I recall the polygon budget is about 40,000 polys, so it doesn't look like that's the problem your having. A screenshot of the problem might help someone figure out whats wrong perhaps?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums