Subject: Anyone see what was released at cncammo?
Posted by Adavanze on Sun, 28 Sep 2003 09:11:57 GMT

Few of those models will actually work in Renegade, the polygon count for the airship blimp thing is in the 9000's. The renegade 2 engine would have been just as good as the Chrome engine, handling high polygon count.

If they released all of the renegade 2 source code, i would have finished it all off with pleasure, and im sure lots of u would too