Subject: Full 3d game in 96k Posted by PiMuRho on Thu, 22 Apr 2004 06:26:13 GMT View Forum Message <> Reply to Message

It's not compression. The textures (as an example) are procedurally generated at runtime. The executable just contains instructions to recreate them. The same applies for virtually all the other game assets.

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