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Subject: Renegade 2 stuff

Posted by [Aircraftkiller](#) on Sat, 28 Aug 2004 23:28:11 GMT

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What was the point of saying that? It's obviously going to have more detail because the team was aiming for enormous polygon counts, something rivaling HL2 and Doom 3.

That's irrelevant to the fact that what I said had nothing to do with RA. Stop being an idiot xptek.

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