

---

Subject: Renegade 2 stuff

Posted by [smwScott](#) on Sun, 29 Aug 2004 01:21:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

These obviously are very impressive models, by any standards. I wonder how well they'll perform in the current version of W3D though, I assume many optimizations to the engine came with the higher polygon counts.

---