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Subject: Renegade Alert Medium Tank

Posted by [PiMuRho](#) on Thu, 30 Sep 2004 20:05:06 GMT

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The amount of polygons used is a function of the hardware, not the engine (unless some crazy fool programmed a hard limit on visible polygons)

The Renegade engine can handle just as many polys as HL2. However, it's what you can do with them that makes the difference between the two engines.

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