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Subject: Whoa!!!! Why can't we have THIS graphics engine?

Posted by [SomeRhino](#) on Thu, 17 Apr 2003 00:00:19 GMT

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The only reason the engine looks better is because the clipping plane (your visibility range) is greater than 300 meters away. That may be the main limiter on Renegade's engine. Too bad they didn't set it to a modifiable variable in Level Edit.

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