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Subject: W3D Engine Test

Posted by [Aircraftkiller](#) on Tue, 06 May 2003 06:40:44 GMT

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What possibilities? That's elaborate crap that isn't needed in Renegade.

Everyone has to make maps that are under a certain polygonal limit. Most people have a decent gaming rig, and if you're making maps for anyone but them... You might as well not even bother making maps for Renegade.

You don't need that much detail in Renegade... There is absolutely, truly, no need for it.

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