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Subject: Re: weapon replacements for renegade  
Posted by [jamiejrg](#) on Sat, 09 Jun 2007 03:29:41 GMT  
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One Winged Angel wrote on Fri, 08 June 2007 20:16 GrayWolf wrote on Fri, 08 June 2007 20:02  
just checked it out and its 10,000 polys... thats way to much.  
Haha. It's not the polys that lag the game. Its the textue quality and amount of textures

Agreed. Through trial and error i have noticed the same trend.

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