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Subject: Re: Poly Amount

Posted by [danpaul88](#) on Sat, 19 Apr 2008 18:59:38 GMT

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30,000 polys PER MESH. RP2 will most likely split each large mesh into several smaller ones to make the engine accept it. A single mesh of over 30,000 (ish) polys will crash the engine as soon as it's loaded.

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