
Subject: Re: 3D Modeling 1 final proj
Posted by [Doitle](#) on Fri, 13 Jun 2008 01:14:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Me and Nodbugger made several maps that were 6,000,000 polygons + and they ran fine on a 4mb card. Textures are what kill the Renegade engine not polygons.
