
Subject: Re: Tree Generator!!!

Posted by [saberhawk](#) on Sun, 19 Apr 2009 20:44:27 GMT

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Pyr0man1c wrote on Sun, 19 April 2009 16:43Saberhawk wrote on Sun, 19 April 2009 15:38madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.
How many years now?Mine is 7 years old so...

Old enough to barely run Renegade on Low.
