
Subject: Re: Some questions/suggestions
Posted by [Spyder](#) on Fri, 25 Sep 2009 13:52:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Fri, 25 September 2009 15:036. is fixed.

8. I prefer an earlier idea I had to group radio messages into "Building needs repair! (4)" if 4 messages are sent in one batch.

I like that one better than my own idea

Now, I was thinking. And yes, this is another question.

Will it be possible for Renegade to handle models with a higher poly count? So let's say, for example a character with 6000 polies?
