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Subject: Renegade Alert Weapons Update...

Posted by [Nodbugger](#) on Sun, 16 Nov 2003 18:41:59 GMT

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All I have to say about polygons is in Renegade polys do not matter. Textures are what slow Renegade down. I have 10 100 million poly abrams tank in a map and my pc never slowed down. That was on a 400mhz ati rage 8mb with 64mb ram computer.

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