Subject: Renegade Alert Weapons Update...
Posted by PiMuRho on Sun, 16 Nov 2003 19:01:40 GMT

Bullshit. There is a finite limit to the amount of polygons a PC can handle. The engine itself would also eventually run out of address space.

Textures use memory. They don't call for much CPU time at all. Physics, particle systems, any form of realtime lighting (which Renegade hasn't got) will slow things down. Gratuitous use of multipass textures slows things down (because each polygon is rendered once per pass).

No way on earth did you have a 1 billion poly scene running on a system with those specs.