

---

Subject: Renegade Alert Weapons Update...

Posted by [Jaspah](#) on Sun, 16 Nov 2003 19:32:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

I seriously doubt that.

To Moderator: I did that because we already explained the polygon situation. Maybe I'll use words next time...

---