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Subject: Renegade Alert Weapons Update...

Posted by [Nodbugger](#) on Sun, 16 Nov 2003 21:43:23 GMT

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Well know its not Bulshit. And it ran on about 4 fps normally. With the 1 billiob polygons its maybe went donw to three ploygons. And it is true. If you ever see doitle on this board ask him. It was his old computer.

Renegade can hold as many polygons as its wants with very little slow down. Sure there is a limit. But it is higher than alot of other games.

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