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Subject: Renegade Alert Weapons Update...

Posted by [PiMuRho](#) on Sun, 16 Nov 2003 22:01:11 GMT

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4 fps? That's a slideshow. That's nothing like "running normally". It's not a limitation of Renegade - it's the hardware. Like I said, eventually you'll hit hard-coded limits, or run out of address space, but there's nothing special about the Renegade engine in that regard.

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