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Subject: what "may" have been

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 23:39:07 GMT

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Because we're not all of the art assets from Renegade 2. RA levels generally have 40,000-70,000 polygon counts without bushes, trees, walls, building interiors, or dynamic objects added in.

On average, you're seeing 80,000+ polygons in a game of RA. And that's just right now.

In the next patch, you'll be seeing much more.

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