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Subject: How?

Posted by [Anonymous](#) on Wed, 02 Oct 2002 16:45:00 GMT

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I find that the Renegade engine is actually able to handle incredibly huge amounts of polygons, upwards of 200 000 on one screen is the most I have done before. It is the textures that the engine really struggles with, so try not to use a million different textures in one viewable scene.

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