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Subject: CNC REBORN: Refinery

Posted by [Sir Phoenixx](#) on Thu, 12 May 2005 15:23:21 GMT

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gbullDemo, I think he means they shouldnt add alot to the inside because it would increase the polygon count.

Which wouldn't affect anything. It was already shown before that Renegade can handle polygons quite well, it's problem is having large/many textures.

It wouldn't take that many more polygons to make it look like what it's supposed to anyways.

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