
Subject: Re: Poly test

Posted by [Chronojam](#) on Tue, 17 Jan 2006 05:45:47 GMT

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I'm sure they'll reduce it and have it still look as great as it does, but you shouldn't try to defend the overuse of polygons especially using this old truth about Renegade (that it handles polygons great). By the way, what's with you talking about bumpmaps all the time suddenly? o_O
