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Subject: W3D Engine Test

Posted by [Madtone](#) on Tue, 06 May 2003 01:30:45 GMT

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hey guys...

ok heres the bottom line:

im developing a W3D Engine test map to see if the Renegade Engine can handle more than people give credit for.

i know this has been done before, but not on a proper map.

so once its done it will be a high poly deathmatch map.

here it is so far:

<http://modx.renevo.com/showthread.php?s=&threadid=289>

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