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Subject: W3D Engine Test

Posted by [JRPereira](#) on Tue, 06 May 2003 07:48:45 GMT

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I agree, more polygons and higher resolution textures aren't really necessary, nor can the average machine handle it (at least with direct3D anyways).

If you want to improve Renegade, force EA to rewrite the movement netcode so I'm not constantly dragged to my death and rewrite graphics engine so it uses OpenGL.

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