Well frame rate is gittery but it is constant at around 70 ingame. System specs aren't all that great for me, but still sufficiant.

Got 2.01 GHz 1 gig Duel channel ram, Geforce 6600 gt, and the works. I know alot of people now have decent computers,and renegade's limit seems to be near infinite, because even that map alone is 100x100 metres wide, and 1.4 million polygons all split up into 4800 polygon sections. Thats the only lmitation i have found is that it cannot handle over 5000 very well per mesh.

But yea this is off topic anyways, just thought i would show that the limits of creation on the ren engine can surpass what was thought before even without vis.