Subject: Re: connecting maps with teleporters (maybe vis) ?
Posted by Zion on Sat, 03 Mar 2007 09:29:21 GMT
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Considering the official renegade mission maps are over 50k polys within 300 meters and it was supposed to run fine 5 years ago (built in graphics, 32/64mb graphics) you're free to do what you want here, just don't take it over 250k polys per mesh because renegade doesn't like that.