
Subject: Re: weapon replacements for renegade
Posted by [OWA](#) on Sat, 09 Jun 2007 01:16:23 GMT
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GrayWolf wrote on Fri, 08 June 2007 20:02I just checked it out and its 10,000 polys... thats way to much.
Haha. It's not the polys that lag the game. Its the textue quality and amount of textures
