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Subject: Re: Poly Amount

Posted by [Veyrdite](#) on Sun, 20 Apr 2008 03:09:02 GMT

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The renegade engine (W3d engine) can handle more polygons than the Unreal3 (hundreds of thousands) engine, but unfortunately can't handle them with any sort of texturing. Also note that when textures are applied the lighting also gets more complex, another let-down of the engine.

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