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Subject: Re: Failed to Export

Posted by [Gen\\_Blacky](#) on Sun, 21 Dec 2008 08:53:55 GMT

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Im not sure what a good poly limit for vehicles but 3,000 is okay for vehicles now days because people have better computer. renegade can handle a lot of polys but the mesh has to be broken up in parts. There is a topic about this somewhere.

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