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Subject: Re: Tree Generator!!!

Posted by [saberhawk](#) on Sun, 19 Apr 2009 20:38:48 GMT

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madrackz wrote on Sun, 19 April 2009 13:47A way to much Polys for Standard Renegade players but looks really awesome, nice find

Which would be a performance killer if video cards were vertex/polygon processing limited. But they haven't been for a very long time now.

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