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Subject: Re: Boning...

Posted by [wubwub](#) on Sat, 17 Oct 2009 23:05:34 GMT

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SSIDJTHED wrote on Sat, 17 October 2009 17:01GEORGE ZIMMER wrote on Sat, 17 October 2009 14:26Altzan wrote on Sat, 17 October 2009 16:17Gen\_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many

Actually that's about the average for cars in racing games nowadays... if you look, most of the polygons are used.

Yeah but this is renegade... but yeah... it WILL lower renegades fps MANY notches when Good-One-Driver is COMPLETE

Fixed

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