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Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by [danpaul88](#) on Wed, 26 Mar 2014 16:57:49 GMT

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Jerad Gray wrote on Wed, 26 March 2014 16:43danpaul88 wrote on Wed, 26 March 2014 10:42Textures slowing down a task that has nothing to do with textures... gotta love the W3D engine :/

Suppose it made the draw calls easier to generate for the CPU or something.

Only the W3D engine can manage to stall out a modern processor with draw calls when it's supposed to be doing something completely different

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