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Subject: Curved Edges option in Renegade

Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 05:29:57 GMT

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It's only available with a certain Radeon video card. It's called NPatch subdivision leveling - it subdivides the polygons it's applied to, while keeping their UV mapping intact.

In other words, if NPatch is applied to a surface, anyone with that specific Radeon card will see rounder surfaces on the objects with NPatch checked on in the W3D mesh options.

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