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Subject: what "may" have been

Posted by [PiMuRho](#) on Thu, 17 Jun 2004 18:23:47 GMT

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Feh, the engine can do all that now. People are just unwilling to create content that requires significantly higher specifications than Renegade originally had:

Quote:After

the game shipped I created guidelines for new art and we successfully created levels with more than 500k polygons visible, running a steady 60 fps on ATI R200 (GF3 era card). Do some googling and search for Renegade 2 screenshots, you should be able to find some that were leaked after the studio was shut down. This was running with the same core technology, just with better designed art assets.

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