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Subject: what "may" have been

Posted by [icedog90](#) on Thu, 17 Jun 2004 22:56:28 GMT

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RenAlert is pushing the limits, just not as much as the people who made a 500k poly level have. RenAlert's current levels in the .992 patch run at about 40k polygons, even more, and the average for the original levels in Renegade is about 5,000 polygons.

EDIT: I came across this in google: <http://www.chuckcarter.com/motion/pictures/renegade2b.html>

It's a movie of the 500k level this guy made, and notice how the fps won't drop.

I would like to know how this guy figured out how to do this with the engine.

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