
Subject: Have you seen the recently found Ren 2 pics?
Posted by [icedog90](#) on Sun, 22 Aug 2004 00:29:24 GMT

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EXdeath710,000 polys. I dont think so.... Renegade 2 Would have had its own game engine and would NOT be run on renegades engine.

Uh, Renegade 2 was using the original engine. The engine can handle that just fine. Try making a level with 60,000 polygons with regular textures and run it, you'll probably get the same FPS. I'm tired of everyone being afraid of polygons. POLYGONS DON'T MATTER.
