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Subject: Water textures & fog

Posted by [phlakaton](#) on Mon, 23 Aug 2004 22:28:10 GMT

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more verts and polys can be used. be sure to have a good uniform mesh when you do have higher numbers. having a bunch of super-long polys and jacked up mesh will not run as good as something that was perhaps tessellated into an even mesh. like a new plane with lots of cross-sections. of course... renegade's engine is a bit picky too.

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