Subject: W3D Benchmark Tests
Posted by Doitle on Sun, 06 Apr 2003 05:33:17 GMT
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Actually I beleive there's no limit to the polys. On my old computer (A 400Mhz AMD K6-2 with 4 Mb Rage LT Pro Vid card) I was able to display 5 1,040,000 poly Abrams Tanks at 12 FPS (which was the normal amount I got). They had no texture, but I was just stunned. Nodbugger can back me up too as he saw it. I think the Renegade engine is the most incredible engine of any game and it just needs it's greatness to be tapped!