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Subject: Re: How far can you take Renegade's graphics?  
Posted by [Aircraftkiller](#) on Tue, 31 Jan 2006 20:48:22 GMT  
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It's still not detailed and poor in terms of quality.

When our 1.0 release is out, we'll have to see if your video card can handle 60 FPS looking at a base that seriously runs 30,000 polygons.

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