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Subject: Re: New Character made tell me what yall think  
Posted by [Major Mike](#) on Sat, 20 May 2006 00:14:55 GMT  
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That is extremely high poly for Renegade. There is no way the engine can handle this and large maps. There's also a lot of unnecessary polys in the model. You are going to have to cut back if you want this in Renegade.

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