quote:Originally posted by aircraftkiller2001:You guys need to start doing better vehicles... Your polygon to texture ratio is really bad. Your textures should make up 50\% of the vehicle detail... The polygons should not be the total representation of it! You're gonna kill FPS in-game if you don't start chopping off polygons and skinning the vehicles better.Just all IMO.Wow, the constant nagging must have worn him down. That actually sounded like it was on the nice side.Being that this game hogs resourses this is more a fact than usual. But you have to admit high-poly models are nice. Espesically when they are player/vehical modles.