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Subject: Weapon Factory, Service Deport, Ore Refinery, Oh my.

Posted by [Anonymous](#) on Fri, 06 Dec 2002 16:40:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:  
quote:Originally posted by aircraftkiller2001:Amazing modeling... I just love the waste of polygons.Again with the not reading, how many is that, like two.....You could have done that with 45\% of the polygons you used and still made it look better than what they look like right now.As for maytridy or whatever the hell his name is: Renegade's engine can handle an immense amount of polygons. Textures are what slows it down.Why not give him it advice to how you would do it? And not advice with insult's, because it makes you look like an idiot more then him. Believe me.

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