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Subject: Weapon Factory, Service Deport, Ore Refinery, Oh my.  
Posted by [Anonymous](#) on Wed, 04 Dec 2002 18:22:00 GMT

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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.

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