Subject: *NEW* Silo interiors. (New Red Alert 2 model)
Posted by Anonymous on Fri, 15 Nov 2002 03:56:00 GMT
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Very nice!Looks better than the older screenshot, i like the ladders and railings.   Oh, and BTW, both polys and textures count towards game performance...textures moreso than polys, but it is all relative. Greg has said in the past that BOTH take a toll on the game engine. But lets not turn this subject into another polys vs textures.