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Subject: Re: Con Update

Posted by [DarkDemin](#) on Tue, 20 Jun 2006 12:40:17 GMT

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Aircraftkiller wrote on Mon, 19 June 2006 12:38DarkDemin: I think you're mistaken here, considering I designed that Mammoth Tank to be around 10,000 polygons... That's more than most vehicles in BF2. You're also like one of the few people I've ever seen complain about how I painted it.

The Repair Facilities are also fine. Why would they need more polygons when they're identical to how they should look?

The only thing that bugs me here is how that Mavrik idiot is now "leading" this TD con thing. As far as I knew before, the moment Xenon paid me I was able to fire this guy and get rid of him. Too bad he's still around. I'll wait until Xenon comes back before I make anything else, because these idiots he's hiring to work on it are dragging the rest of us down.

I mean, come on Jeep. This isn't Renegade. The Barracks from C&C95 looks so much different than that Renegade clone you made.

I knew I recognized those models.

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