Subject: Re: C&C Roleplay 2 is recruiting!
Posted by Aprime on Mon, 23 Oct 2006 20:55:20 GMT

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icedog90 wrote on Sun, 22 October 2006 13:47No mac10 on the list? I already have one modeled, but it's 3500 polygons...

Remember: Polygons are not a problem, textures are.