
Subject: Operation Flashback: Hindhelicopter
Posted by [MonkeyPhonic](#) on Tue, 05 Aug 2003 15:51:15 GMT
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It's just under 2300 faces and yeah it could do with a little optimising but I've only spent 2 days on modeling and texturing it so it could use a little tidying up.

If you think you can do a better job of the texture, or you feel like wasting some time killing down the poly count ask laeubi for the model.
