Subject: Re: CnC Assault 0.3 - build, command, conquer
Posted by Altzan on Wed, 22 Sep 2010 02:40:58 GMT

GraYaSDF wrote on Tue, 21 September 2010 16:59Altzan wrote on Tue, 21 September 2010 18:45
Yes, that kind of map is exactly what I was suggesting, low-poly but functional.

Do you like low-poly terrain? Oh, poor guy... XD

I meant for the purpose of this mod only. I do indeed like high-detail maps in general.