
Subject: C&C Commando: Surface-to-Air Missile Site
Posted by [icedog90](#) on Mon, 10 May 2004 05:00:55 GMT
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Frankly, you know nothing about modeling, so don't step in like that without knowing what the hell you're saying.

Polygons DO make a difference, a big difference. Try making a scenery object like a tree with 1,000 polygons, and place a bunch of them in a level. Run it, and you'll get my point. You'll get a nice big difference infact, since you get 10 fps, lmao, you're going to have fun running this mod.
