
Subject: CNC REBORN : GDI APC (wheels fixed, 300 polys removed)

Posted by [PermaGrin](#) on Fri, 02 Jul 2004 08:18:44 GMT

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Havoc 89I really dont see any difference at all.

the only difference in the model u can "see" is the deepnes of the wheels. when i was asked to edit this one part, i noticed loads of unneeded polygon inside the model. so i went through the model and deleted every face that you couldnt not see to begin with, thus why it dropped around 300 polys. and since i seen this one model, i am now looking at all the others.

AircraftkillerNone of them can stay focused on anything

see this is the type of comments that i dont get with you. like you always state "you dont know me or anything about me" so how would you know how hard i work on this mod, along with the 3 others?

AircraftkillerThat thing looks like plastic, if they can't take that - it's their problem, not mine. If they have any self-restraint whatsoever, they'll try and fix it instead of argue with me over it.

instead of just saying it looks like plastic, why not help by explaining ways of creating a more metallic look and feel to it? the sooner you give the texture people at rebron tips the sooner they may be able to fix it.
