Subject: Re: C&C_AllOutWar.mix Posted by Blazea58 on Wed, 14 Nov 2007 04:16:03 GMT View Forum Message <> Reply to Message

Seen the pics, it looks extremly large which is a plus i guess. Once you get the city and all the other buildings in, i would expect the polygon count to be pretty extreme.

What is the current polygon count of it?

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