Subject: Re: Park/city map
Posted by Veyrdite on Wed, 06 Feb 2008 07:54:11 GMT
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SP, maybe I'll just make it replace the tutorial level. Hopefully not to linear, but I'll try my best.
I haven't got a clue how to locate the poly-count tool for the entire map. I believe its very efficient though, as I spent ages removing polygons that aren't required.