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Subject: C&C Commando : Nod Turret

Posted by [icedog90](#) on Wed, 12 May 2004 05:55:42 GMT

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SuperFlyingEngi1A is a good use of polys because you'd have to be suffering from multiple brain tumors to add more polys to a flat surface. However it is also irrelevant because how many squares do you see running around Renegade?

Exactly. There is no point to adding more polygons for obscure reasons, or worse, absolutely no reason. Even if it's not going to affect the performance (like said above), it's just good modeling practice not to use polygons in places that you don't really need them.

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