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Subject: Re: To much polys?

Posted by [cnc95fan](#) on Sun, 27 Jul 2008 21:35:24 GMT

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HeavyX101 wrote on Sun, 27 July 2008 13:59cnc95fan wrote on Sun, 27 July 2008 14:27I

wouldn't put more then 500 polys into a weapon. Even that is pushing it.

That is why BfD is a fail.

Jesus christ you are such a fag. Your shitty cnc3 mod won't get anywhere with a fag leader like you. you would probably cheat in it if it got anywhere anyway, it won't go beyond the stage of texturing because you havn't a fucking clue how to do anything.

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