But if it lowers your FPS (which a 970 polygon model with big textures can do for those people without fancy graphics cards) and causes you to die, I think you will care. Besides, its not like its 970 polygons for a more detailed model. A turret like that ought to be about (busts out calculator) 90 polygons at most, and thats assuming your barrel has 8-10 sides. +44 for your weird cracks = about 134 for the entire model. Seems a bit excessive to have 970 for a model like that. Like IceDog said, thats significantly more than entire structures for Renegade, not including the DSAPO decorations and such. Oops, almost forgot the ladder, for those of you want to climb on top of the turret and drill your way from up there (since there is no hatch). So lets see, ought to be about 48 polys max per rung, 48 x 4 rungs = 192. Wow, talk about waste of polys. Anyway, 192 + 134 (which is still a bit lenient) = 326. Thow in a few of those weird cylinders that are sticking out of it and you're at no more than 400 polygons. Still less than half of what your model is. If you want, I'll model you a replacement and slap your glazed texture on it.

On a side note, does anyone know where ACK is these days? No inflammatory remarks towards anyone who so dares to open their mouths, no updates on Renalert, no activity for the last like 4 days. Dead? Jail? Insane Asylum?