
Subject: Re: Renegade: GTA3 - Counterstrike Mod
Posted by [Blazea58](#) on Mon, 20 Sep 2004 22:47:04 GMT
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. Ammo would be found at AmmoNation of course, and Nukes at 8-ball. Or maybe I could keep it gang versus the police... i dunno.[/quote]

Just thought id post the inside of the ammoNation which i had modeled. All of mine are within 2000 polygons, nothing to complex , but serves its purpose.

Either way id like to see the progress of your mod, as im really interested in this type of modification.
