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Subject: Making Driver appear in vehicles

Posted by [WNxCABAL](#) on Sun, 12 Dec 2004 22:34:54 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1200721704>

That is 3114 polys

<http://www.n00bstories.com/image.fetch.php?id=1069547351>

That is 882 polys

Both based upon the same model.

The commando Model was a model I was going to use, but noticed a slight FPS deduction. I replaced the model with the TOW and whoaa, it raised it to another 20 more frames. No Idea how, but, tis cool!

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