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Subject: The mod you all love !

Posted by [IRON FART](#) on Thu, 17 Mar 2005 00:28:53 GMT

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icedog90IRON FARTicedog90Please don't tell me you guys are afraid of the addition of 200 - 300 polygons.

Well we're better off without them. Gameplay matters more than having some super accurate game.

Polygons almost completely don't hurt the FPS. TRUST ME, ask Doitle, he even proved it and so have I.

How did you prove that?

Quote:

That isn't much in the way of polygons, and most of those buildings are inaccurate crap.

Who cares? There's no fun in anally copying TS. As long as everything works as it should, and gameplay is good, having inaccurate buildings is not a problem.

The real focus of Reborn should be to make unique, balanced maps that are fun to play.

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