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Subject: NEW TS REVOLUTION MOD! (some pictures inside)

Posted by [\[sg\]theOne](#) on Sun, 02 Mar 2003 22:56:03 GMT

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Looks nice ! The wolverine looks bad ass -- I'd really like to see it in action ! Most of the pics's I checked give the impression that the majority of your models have fewer polygons than the default models. Is this correct ? If so by roughly how much -- I think a mod that was easier on your CPU than the orig game would be a nice change. Keep up the good work and hopefull we can have something playable soon !

The One

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