
Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by [PaRaDoX](#) on Sat, 31 Dec 2005 12:17:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

if you can make a good VIS you can make it high poly and im not sure how to do this but if you need to make more rounded walls use a LOD system
