
Subject: Re: Formula Evolution Mod needs YOUR help!
Posted by [Blazea58](#) on Sun, 13 Aug 2006 05:28:09 GMT
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Well id hate to just revive a dead topic, but my computer was in the shop all last week, so i didn't have time to post. I have finished the terrain for the track i was working on and texturing is still needed but i can do that as well. This currently runs at 43,000 polygons with no optimization.