
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Jerad2142](#) on Fri, 26 Jan 2007 00:36:07 GMT
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Blazea58 wrote on Thu, 25 January 2007 17:05

I took a look at the pack you sent, and i can only see one Castrol car that might be salvaged since all the rest are ranging from 30-80,000 polygons, and most have no texture at all. I don't quite want 2 cars to equal the entire maps polygon count lol. I try to stick with anything under 3000, so its quite hard to do anything with the others.

Super Optimize them!
