
Subject: Re: C&C_AllOutWar.mix

Posted by [Brandon](#) on Wed, 14 Nov 2007 04:51:54 GMT

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Donno, but we're not near an official beta point yet. He still has another 1/3 to design and then texture and all etc. Once he is pretty much done with that we'll begin LE work and be in a beta stage. Until we hit beta stages we'll be playing a bit with this but we'll attempt to keep the poly count low while still making the map look good. Hopefully it won't be as heavy to run as RP2
