
Subject: Re: SCUD Storm patch 21.8.08
Posted by [Reaver11](#) on Sun, 27 Jul 2008 10:22:54 GMT
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tbh it arent only the textures. If you look at the models they are low on polygrons.

I know grahpics arent everything and that the gameplay is the most important but I think you should spend more time working on the models (adding real treads to vehicle, not the generals thingy's)

The maps I have played where good mayby a little bit empty but they are good.

If you add more depth to the textures (less plain) and increase the polygrom count on buildings vehicles etc then I think you will get more quality.

And mayby you should host a testserver so you can gametest it.
