Subject: Re: Boning...
Posted by GEORGE ZIMMER on Sat, 17 Oct 2009 21:26:50 GMT

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Altzan wrote on Sat, 17 October 2009 16:17Gen_Blacky wrote on Sat, 17 October 2009 20:5918743 polygons

Whoa, WAY too many
Actually that's about the average for cars in racing games nowadays... if you look, most of the polygons are used.