
Subject: Scud launcher for Operation Flashback
Posted by [Havoc 89](#) on Mon, 29 Dec 2003 18:11:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

To Sir Phoenix

hmm... well i was just told to make a scud launcher to replace the old V2 rocket launcher.

i've never seen a decent picture of the V2 before, i've always thought it was a scud launcher.

To nod bugger

Well the thing is, this thing already has too much polys in triangles, around 3000, and if i put more detail, it will kill renegade.

To OrcaPilot

Yes i have modeled a Scud Launcher for that mod, but this is a new version.

well if laubie wants me to model a v2 than i can model that, and maybe release this scud Launcher in my 2nd model pack.
