Subject: \*spam and flame free area\* Nod Warfactory Posted by maytridy on Mon, 19 Jan 2004 15:52:35 GMT View Forum Message <> Reply to Message

Nice model and the texturing looks good. But I agree, you may want to redo some parts to fit the Renegade style. How many polys?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums