Posted by icedog90 on Tue, 04 May 2004 01:58:36 GMT

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Well remember, all I did was find and gather most of its textures, not make the refinery. It is by
Westwood.   :rolleyes:

I don't think I can implement it into my level, this refinery already has 5,000 polygons, when I
remove the bottom floor it is 2400 polygons. That is way too many, and I can't do much to drop it
down some more without spending a TON of hard work revamping it.
It just wouldn't be worth it.

The original multiplayer C&C buildings run around 500 - 800 polygons.