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Subject: C&C Commando : Nod Turret  
Posted by [Genocide](#) on Thu, 06 May 2004 19:06:37 GMT  
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HTMLGOD –

If we were to make a turret for 134 polys it would look no more than a pile of crap.

For Those Who Don't Know:

will be in Renegade.

box is divided into 2 triangles, hence making more vertexes.

The turret texture uses normal 512X512 texture maps and as Commando will be its own game, it will not be the over 1.0 gig file size of Renegade, hence making less lag and Gameplay problems.

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