

---

Subject: Renegade Alert SAM Site

Posted by [PermaGrin](#) on Tue, 06 Jul 2004 18:21:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

to the renalert team...i have dropped the constant bickering between mod teams. we are all in the same community and should help one another.

what is the current poly count?

by just "chamfer"ing the 4 edges of the current main box of the sam site would make it appear slight more round without adding a large number of polys (im guessing it would add around 12 polys). not much for the gain.

i know the sam sites in RA didnt pop up and down, but will they in the mod? i think it would add more flavor and depth.

---