
Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Thu, 31 Oct 2002 13:45:00 GMT
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Thats a good question.I might make it for vehical construction. (Chrono-vehicals) and the will just appear out of nothingness. [October 31, 2002, 13:46: Message edited by: CyborgDC]

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Thu, 31 Oct 2002 14:18:00 GMT
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im curious, what is the poly count on that?Oh ya good job

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Thu, 31 Oct 2002 18:07:00 GMT
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quote:Originally posted by Gernader8:im curious, what is the poly count on that?Oh ya good job
Its like the Power Plant with the single player interiors. ---- 6000 around

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Thu, 31 Oct 2002 18:23:00 GMT
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quote: quote:----- Originally posted by
Gernader8:im curious, what is the poly count on that?Oh ya good job
----- Its like the Power Plant with the
single player interiors. ---- 6000 around Not to bad, be better it it was 3500 or 2000. Produce less
lag on online games.

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Thu, 31 Oct 2002 19:16:00 GMT
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quote:Originally posted by Gernader8: quote:
quote:----- Originally posted by
Gernader8:im curious, what is the poly count on that?Oh ya good job
----- Its like the Power Plant with the
single player interiors. ---- 6000 around Not to bad, be better it it was 3500 or 2000. Produce less
lag on online games.Don't worry about that, I tested it and my Weather Control has more polygons
on it then the Chronosphere and it has no lag.... Unless you have a ****ty comp.

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Fri, 01 Nov 2002 00:04:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=2047730967><http://www.n00bstories.com/image.fetch.php?id=1997960802>

Subject: Pictures of Chronosphere.
Posted by [Anonymous](#) on Fri, 01 Nov 2002 00:45:00 GMT
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!!!!very nice. what is it going to do
ingame?
