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Subject: Mountain needed VERY badly!!! 45% credit  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:29:00 GMT  
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Imao!!!! I thiknk it's because I made the dam ground have to many polys. I thought I was gonna make it bumpy but I decided not to after I had already converted it to editable mesh. I'm saving this topic to my computer because it's so funny!edit: did you delete your last post? I don't see it. [ January 12, 2003, 20:30: Message edited by: dead4ayear2 ]

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