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Subject: Better FPS on map

Posted by [Anonymous](#) on Thu, 19 Dec 2002 17:13:00 GMT

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omg! I never made a map that had that many polys! not even when I was a noob!Do you delete the polys that wont ever be seen? like the bottom of a box on the ground? or things low enough you cant see their bottoms?or do you have tons of spheres and cylinders in your map?thats nuts! good luck with online games.

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