Subject: Better FPS on map

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ok..my map is almost done. The only real problem with it, is the lack of a constant 50+fps. It seems to drop down to about 20-30 when you get around the Nod carrier. The map has about 69,000 poly's in it. I need to know how to increse the fps. I have a Athlon xp 2000+, .5gig o ram (DDR333) and a gf4ti4600. The lack of fps shouldn't happen. So is there anything i can do?