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Subject: Re: Another WIP map.  
Posted by [icedog90](#) on Fri, 13 Jan 2006 21:20:48 GMT  
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Naamloos wrote on Fri, 13 January 2006 05:48That adds way too much poly's...

Actually, if it adds too many, just weld a bunch together. By the way, why is that interior example you showed me full of segments? I don't see how you're going to use them all.

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