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Subject: Re: C&C: The Woods Today

Posted by [Aircraftkiller](#) on Mon, 17 Apr 2006 03:48:39 GMT

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To be destroyable, the trees would have to be a static animated tile. 400 of them would not allow trees to be destroyable, they'd just destroy your framerate. We're talking 15 FPS or less in a single player game, not even touching multiplayer.

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