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Subject: Re: C&C: The Woods Today

Posted by [Chronojam](#) on Mon, 17 Apr 2006 04:38:37 GMT

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Just so you know... even on my piece of shit video card, and with the tons of trees present, my frame rate still stayed at 52 fps. That is to say, the level now runs even better than it used to.

Perhaps in future scenarios (where it would open up strategic possibilities, such as paths in a denser forest) we can include destroyable trees.. but for this level it's just not practical.

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