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Subject: Re: C&C Castle Progress

Posted by [Di3HardNL](#) on Fri, 24 Apr 2009 08:41:14 GMT

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Thanks guys

the map has now a total of 5300 polygons. But I figured out the 2 couch I use from turbosquid.com have a total of 2844 polygons So I am going to make a new couch myself:P

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