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Subject: Re: First Map in 3D Studio Max

Posted by [mr£ÄŞÄ-z](#) on Sun, 14 Jun 2009 19:05:55 GMT

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MGamer wrote on Sun, 14 June 2009 13:56alpha blend + moar polys

also soft selection

Yes will be included, Alpha blended Ways etc, more polys not needed because i will try to add grass without eating much FPS

Buildings, spawnpoint will be added later and im working on some little Gameplay Changes

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