Objects with a single texture and mesh > objects with a lod.
Although a second lod with a single pass texture (no reflect detail) at a distance would be a good idea.

zunnie wrote on Thu, 01 September 2011 22:50Yes, i placed all of them 1 by 1 on the map All around the map

Hi W Logo, long time no see (If that reflect effect is bump mapping make sure your texture for the bump mapping is .tga instead of .dds (unless you plan on releasing this only for 4.0) stock ren can't load .dds as a bump mapping layer).

crazfulla wrote on Fri, 02 September 2011 05:10You have way too much time on your hands...
At least it wasn't 2,500 trees, bushes and ferns placed over a 600x300 piece of hilly terrain, that says you have too much time on your hands. Especially if you go back though and start rotating them all to match the slope of the ground.