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Subject: Re: graphic updates

Posted by [Reaver11](#) on Thu, 10 Nov 2011 22:19:26 GMT

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As far as I know those firstperson weapons indeed don't have LOD setup.

So given that it indeed might mean an increase of polys by 2k per char(Including the backmodel ofcourse)

This would change polycounts and shaders wouldn't so I see what you mean here.

Just thinking this might have been a way to increase the look of some models (Some 3rd person models look a bit ugly)

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