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Subject: Re: C&C Noddingham

Posted by [Generalcamo](#) on Thu, 05 Jul 2012 13:52:11 GMT

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Are you going to be lightmapping this map? It would probably be a good idea to lightmap it, so it looks like a WW map. But then you would also need to have .wlts of the interior as well, and that might cut into size.

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