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Subject: Creating Walls on maps

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:58:18 GMT

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It's around 1000 including everything you see but i think i could get it down to 900 easily removing all of the backfaces of the box that i cut it out of. I'm not very skilled in Gmax and i found this an easier way to add walls to a map. You can change the poly detail, i made the thing quite curved so it did add a few polygons.

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