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Subject: C&C Woodland Finished

Posted by [Sanada78](#) on Fri, 21 Nov 2003 18:56:09 GMT

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Thanks for your opinion.

I might consider removing the high polygon trees/bushes if they cause too much trouble and replace them with old Renegade ones that already populate the majority of the map. I was eager

I think I went a bit too far on ideas for one map and should've made it a bit more basic.

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