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Subject: New Map: C&C DM Mountain Summit (Updated)  
Posted by [Anonymous](#) on Tue, 12 Nov 2002 08:42:00 GMT  
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I know for a fact that too many (I'm talking 10+ Destroyed Vehicles in the same place in a map) can cause bad FPS on "lower end" machines. [ November 12, 2002, 08:42: Message edited by: Planetshaun.co.uk ]

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