
Subject: New Conquest Island screens

Posted by [Anonymous](#) on Tue, 01 Oct 2002 19:31:00 GMT

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<http://mods.cncrenegade.com/somerhino/cibeta.html> I know about the low fps, but I've now fixed that problem. I forgot to rebuild the dynamic culling system, and now it runs fine. [October 01, 2002, 19:31: Message edited by: SomeRhino]
