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Subject: P90

Posted by [Havoc 89](#) on Tue, 24 Aug 2004 02:24:06 GMT

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Sir PhoenixxHavoc 89why not?

Think about it, a 30,000 polygon weapon model, in Counter Strike. That's probably higher then the polygon count for a Counter Strike map.

Oh he ment it that way, i thought he ment that its not 30K poly.

My bad

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