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Subject: P90

Posted by [cowmisfit](#) on Wed, 25 Aug 2004 12:58:25 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.

Ya, but what about When Half-Life 2 and Counter-Strike Source full come out???

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