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Subject: Well, here's CaptKurt1's "Glacier AI" map - RIPOFF

Posted by [Blazer](#) on Thu, 17 Apr 2003 01:41:58 GMT

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CrimsonSo, removing 8 little AI guys is going to get back 20 FPS? Why don't you remove the polygon-rich snowdrifts from hell while you're at it.

Because once he does that, and takes out the untextured guard towers, it will be C&C\_Glacier\_Flying again

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