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Subject: map size

Posted by [A-DawG](#) on Sun, 06 Jul 2003 14:14:10 GMT

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why don't people make big maps? C&C Gigantowatever was a little small...C&C Afghanistan was a little too big.. why doesnt anyone make big maps? you look at a Renegade map, then you look at a BF 42 map.. theres a big difference between sizes.

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