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Subject: Re: City map contest!

Posted by [mr£ÄŞÄ-z](#) on Tue, 07 Jul 2009 21:09:06 GMT

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Planned to add many Pipes on the map (above ground without collision) would look kickass but you cant see some enemys at specific spots lol. Anyway me wont spent time into this i think simple and fast LE work is enough if you can model why you dont make a own map or a own small mini mod?

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