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Subject: Re: C&C Tiberium Garden

Posted by [danpaul88](#) on Tue, 25 Oct 2011 12:11:35 GMT

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If you want to optimize performance merge all those power lines (and other identical or very similar objects) into a single mesh prior to exporting to w3d. Based on what saberhawk told me once that will reduce the number of gpu calls required to render a frame and thus improve performance.

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