
Subject: Re: C&C_AllOutWar.mix

Posted by [R315r4z0r](#) on Wed, 14 Nov 2007 05:17:25 GMT

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And all that pink outside box that lies beyond the mountains will be deleted, of course.

The map is on my other computer and I don't feel like turning it on to check a poly count at the moment. All you really need to know is that in this current point in time, the poly count is so high it would crash level editor if I tried to export it.
