Quote:
Thanks for your opinion.

I might consider removing the high polygon trees/bushes if they cause too much trouble and replace them with old Renegade ones that already populate the majority of the map. I was eager

I think I went a bit too far on ideas for one map and should've made it a bit more basic.

Well, don't remove them entirely. Remove a few here and there, and use darker textures in areas that you want to look more populated.
And add other features to make it look populated also instead of just using high-polygon trees.

I personally won't have any trouble with all those trees, but if you did decide to change it, i'd use my advice.