Subject: W3D Benchmark Tests
Posted by Sk8rRIMuk on Sun, 06 Apr 2003 16:06:20 GMT
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SomeRhinoI tried to make a test map that used 120,000 polys, and Level Edit crashed everytime I tried loading it.

LMAO...

So now we can't prove the engines good because we can't make the source material   .

-Sk8rRIMuk