
Subject: Build Dynamic Culling System

Posted by [BabyCatjuhh](#) on Thu, 10 Jun 2004 14:21:09 GMT

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Aircraftkiller You're doing something wrong with the design process in Max. Check for mesh leaks, holes, or irregularities that are in the geometry.

But the only thing I used in RenX was the Buildings-setup.gmaz and then I converted it to w3d.. :/
So that can't be it I think.. Because I didn't mess around in RenX/GMAX
