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Subject: Major Level Edit issue

Posted by [Aircraftkiller](#) on Mon, 13 Sep 2004 03:20:39 GMT

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Too many polygons for alpha blending to work right. Fucks up your video card. Use alpha blending with a minimum of polygons. That's my guess at the least, I break up my geometry into individual geometric pieces so I don't get issues like that at all.

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