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Subject: W3D Benchmark Tests

Posted by [Madtone](#) on Wed, 09 Apr 2003 02:08:01 GMT

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hmm, well i was thinking that...

maybe more people should start to learn UVW Unwrap, because if its the amount of textures, then UVW Unwrap is the best due to it being 1 texture that has lots of other textures in it.

it would make it harder for the modder/mapper but it would create less lag and higher FPS theoretically.

i could be wrong.....

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