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Subject: W3D Engine Test

Posted by [Carl](#) on Thu, 08 May 2003 00:46:32 GMT

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again ack your idiocy never ceases to amaze me. First of all it has nothign to do with multimaterials in max. Im not stupid enough to thing that those dont kill a GF4. And i wasnt referring to the resolution of textures either. And when i was talking about your textures, i was reffering to your badly mapped textures on your maps.

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