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Subject: Re: gmax scene importing error in level edit  
Posted by [Veyrdite](#) on Sat, 16 May 2009 03:21:03 GMT  
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The W3D engine can handle tonnes of polygons, but a single mesh cannot have too many.

Gen\_Blacky wrote on Sat, 16 May 2009 01:41 break the map up in separate parts so le wont have to load so many polys for one mesh. Seconded

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