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Subject: Re: Weighted Companion Cube

Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 03:44:16 GMT

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Canadacdn wrote on Sun, 11 October 2009 20:26 Surprised how nice it looks, especially in the shitty old W3D engine. Nice job.

If the w3d engine wasn't fairly buggy and supported more than single CPU threading, it'd be great, since you can do a good lot of shit with the w3d engine.

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