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Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sun, 20 Nov 2011 04:06:33 GMT

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Aircraftkiller wrote on Sat, 19 November 2011 21:44 There's more to it than that, though, and I'm not sure what it is. It probably boils down to this being a shitty old engine that doesn't utilize multiple core processors or properly use the GPU/available RAM.  
it probably boils down to there being way too many fucking trees

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