Subject: Re: FPS Drop/Game Stutter at beginning of new levels
Posted by danpaul88 on Thu, 17 Jul 2014 08:23:20 GMT
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I think null is what it tries to load as a fallback model when it fails to load a real model, but that only exists in LE from what I recall. It could be that, upon failing to load a real model it compounds the problem by trying to load the null model, which also doesn't exist.