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Subject: \*spam and flame free area\* Nod Warfactory  
Posted by [SomeRhino](#) on Wed, 21 Jan 2004 02:11:22 GMT  
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Not too bad, keep up the good work! Sometimes when your vertices don't correspond across meshes, it can cause problems with vertex lighting especially when it calculates occlusion, but if you're not experiencing problems, I can't see any harm.

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