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Subject: C&C Commando : Nod Turret

Posted by [Cpo64](#) on Mon, 10 May 2004 23:19:31 GMT

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I once made a sphere with multimillion polys after takeing 10 min to export, I loaded it up in LE, after sitting for a few min, it crashed, claiming lack of memory,

Don't say poly #'s are not important, tho the performance hit may be small, it does add up...

Why use more polys then you have too?

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