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Subject: looking for some large w3d files to test my w3d viewer out

Posted by --oo00o00oo-- on Thu, 27 May 2004 17:05:03 GMT

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u could just make a shpere or any other primative shape and just keep making the mesh more dense till you crash it. and u could throw any texture and offset. u know, if the files u recieve still dont crash it and you still wanna know how high u can go.

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