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Subject: Build Dynamic Culling System  
Posted by [Tidu](#) on Fri, 11 Jun 2004 21:33:13 GMT  
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You think it has something to do with Backface Cull in gMax? I have it set so that when i make an object it has backface cull off, so you can see it from behind (if backface cull was on you could only see the front)

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