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Subject: Build Dynamic Culling System

Posted by [Tidu](#) on Sun, 20 Jun 2004 22:15:04 GMT

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Well, I presume that it's editable mesh, because i had a plane, shaped it a little bit and it still crashed, unlike a plain box, which works.

i read that theres correuptor fix thing for renx. you think it would fix my problem?

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