
Subject: looking for some large w3d files to test my w3d viewer out
Posted by [jonwil](#) on Thu, 27 May 2004 12:19:52 GMT

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I am looking for some maps/mods/whatever that have huge meshes to test my w3d viewer out and see how it handles really big meshes.

If there are large meshes with animation and/or texture scrolling (i.e. the Linear Offset texture setting), even better.

For various reasons, I am only interested in stuff thats public and that is not part of a mod like SS, Reborn or RenAlert.

Subject: looking for some large w3d files to test my w3d viewer out
Posted by [Deactivated](#) on Thu, 27 May 2004 12:25:57 GMT

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Download something from here <http://www.3dcafe.com/asp/meshes.asp> and export the model to w3d.

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.

Subject: looking for some large w3d files to test my w3d viewer out
Posted by [PCWizzardo](#) on Fri, 28 May 2004 02:37:10 GMT

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Another huge mesh is the terrain from C&C_Afghanistan... I explored alone for hours as GDI, and not once did I see any sign of the NOD base.

Note: I do not know who made it.

Subject: looking for some large w3d files to test my w3d viewer out
Posted by [Spice](#) on Fri, 28 May 2004 04:40:13 GMT

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Hmm i never knew about that site. Thanks seaman , im gonna use some of those models for a map
