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Subject: show edges of gmax models only (ingame)  
Posted by [Sir Kane](#) on Wed, 30 Mar 2005 19:57:41 GMT  
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Found a screenshot of the no-material stuff. Too bad you can't tell what the FPS is since it doesn't render the letter textures. But it should be above 100 FPS considering that the first 4 boxes are "FPS =" then a small one which should be 1, another 2 numbers, the comma and then the kbps display.

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