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Subject: Re: CNC Reborn Updates!

Posted by [Aircraftkiller](#) on Mon, 18 Jul 2005 15:51:33 GMT

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You can't make lighting anything like that in W3D without giving the interiors enough polygons to render the vertex lighting properly. With the amount you'd use to get that kind of lighting, you'd have more than 9,000 for just the interiors.

You are a liar.

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