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Subject: Re: New Character made tell me what yall think

Posted by [icedog90](#) on Fri, 19 May 2006 17:31:41 GMT

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you realize that if you put a 512x512 or a 256x256 texture on that model and use a few in the game, with many other vehicles with zagoonillions of triangles that have textures, it will lag a fucking ton.

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