
Subject: Re: Weighted Companion Cube
Posted by [Canadacdn](#) on Mon, 12 Oct 2009 18:36:48 GMT
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GEORGE ZIMMER wrote on Sun, 11 October 2009 22:44

If the w3d engine wasn't fairly buggy and supported more than single CPU threading, it'd be great, since you can do a good lot of shit with the w3d engine.

Except decent physics, shader effects (for now anyway), or using textures larger than 512x512 without major FPS loss.
