Posted by Slash0x on Fri, 23 Apr 2004 20:01:32 GMT

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EXdeath7I Tried that but what I think I made alot of crates and such in gmax. Should I convert them to w3d and add them in level edit? Could that cause the problem.
15000 polys, depending on your computer speed (RAM) will determine how long it takes. The program may say it isn't Responding and is locked up, but it is just thinking as hard as it can.