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Subject: Transparent polygons

Posted by [Antonio Santiago](#) on Fri, 16 Apr 2004 16:02:03 GMT

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Hi, some days ago a write to you told i have got a problem with texture maps on my polygons.

Well, just now a discover the fucked secret (i'm a fucked newbie :) the problem was the QUALITY property of IDLgrWindow, it must be on 2 (by default), i put this to 1 to gain speed :(

Bye.

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