

# 3D Models

They are 3D models that you can load up to a limit size of 10MB.

You can also create a sub model and put reflections in the material.

The easier it is to process your model, the more resources your game will use, which will make the editor lighter, inlcud if you distribute the models well without leaving them in a concentrated area.

## **PROBLEMS OF CACHE**

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When creating a model and changing the parameters without reproducing the game before changing the parameters to the model, the model may change its position in the browser cache when it is played, the best alternative is to upload the model you want to load and immediately reproduce the model. game and stop it, and now if you can modify the parameters of the model without any problem



## **MORE INFORMATION**

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