3D Model Viewer – Known Bugs and Issues

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# Known Bugs and Issues

1. Normals are generated based on the origin instead surface that the normal is for. (Potential problem with OpenGL in rendering Normals)
2. Application will load files that not in the OBJ file format and cause application to crash
3. Some OBJ files found online will not load.
4. In wireframe mode the line loop mode renders extra lines based on final destination is.