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Stunt Marble Racers 2 is a marble racing game. Race against others in a network game or against yourself using the ghost feature in the Time Trial mode. The game was developed with Irrlicht 1.8.4 and uses XEffects for shadow mapping. - more than a dozen tracks available
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The Irrlicht Engine is a static lib under linux. A precompiled version can be generated from the sources using the Makefile in source/Irrlicht. Run 'make' in that subfolder. After this you should be able to 'make' all example applications in /examples by calling the buildAllExamples script.

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With Irrlicht, you can write programs that will run under Linux or Windows and take advantage of OpenGL or DirectX. Irrlicht directly supports 3-D models in various formats, including Maya (.obj), COLLADA (.dae), Quake 3 levels (.bsp), Quake 2 models (.md2) and Microsoft DirectX (.X), among others.

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