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Subject: LevelEdit trying to Run in 640 x 480 !?!  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 09:17:00 GMT  
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Not sure but if you play around with the mipmaps of a chrome type texture i'm sure you'll get the effect of it shining as you move closer or futher to it. This could give a good effect. The texture would have to be in DDS format though and not TGA. I'm sure you could figure something out.

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