
Subject: Renegade Alert Allied Redeye SAM Launcher
Posted by [Deactivated](#) on Fri, 16 Jul 2004 21:01:09 GMT
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Aircraftkiller1 can look at it and see no blurred areas, simply because it's a 1024x texture and it can't be blurred unless everything were mapped at insanely small resolutions.

The Stinger was better texture-wise.
Also, Darkblade's SAM Site texture was much better than your current attempt.
