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Subject: "Stealth is key"

Posted by [glyde51](#) on Sun, 05 Dec 2004 01:30:23 GMT

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icedog90And there is a way around repeating textures. Think of how newer games got around it without making huge ass textures.

Yeah, they use medium ass textures.

NEWER. Oh, and Renegade 2, in all it's good lookingness and coolness, was made ON THE W3D engine, and INTENDED to be made on it. Just so you know.

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