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Subject: "Stealth is key"

Posted by [icedog90](#) on Sun, 05 Dec 2004 22:01:13 GMT

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Compute Vertex Solve is what creates those "OMG AWESOME" shadows.

Slash0x, take Aircraftkiller's advice, he just gave you a ton of very useful information.

Renardin, why are you saying we're not giving constructive criticism? Aircraftkiller just gave a load of useful information and you consider it flaming. Oh, wait, you consider all helpful tips flaming.

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