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Subject: Re: Restarting Project SCUD-STORM  
Posted by [Zion](#) on Wed, 07 Mar 2007 15:51:50 GMT  
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It's the textures that are horrible, the mesh is actually fine (apart from a few gaps/missing polys etc etc). SCUD Storm used the textures from generals and since they were ultimately small they look pixelated when blown up. If anything replace all the textures.

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