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Subject: Re: Tiberium

Posted by [Renx](#) on Thu, 27 Dec 2007 05:50:31 GMT

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Cabal8616 wrote on Wed, 26 December 2007 22:43 You could probably replace the models of some of the tiberium crystals in Renegade. Most of them have collision disabled, so it wouldn't make a big difference.

It's all just textures in the original maps. Only custom maps use models, usually the ones Aircraftkiller made.

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