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Subject: Re: Why Is Renegade so Different to C&C tiberian Dawn?

Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 01:19:08 GMT

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Remember this game was released in 02 but was in development for years before that. Crystallized Tiberium fields would of took a crap on PCs back then, that's why they are textured not modeled.

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