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Subject: Re: Texture Resolution  
Posted by [CarrierII](#) on Sat, 26 Dec 2009 20:54:56 GMT  
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I'd avoid that, it sounds rather big for Ren's poor little engine... lol

More technically, I doubt anything but the latest hardware would produce reasonable performance due to the relatively poor quality of the W3D engine, and the sheer size of the texture.

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