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Subject: C&C River RaidTS is finished

Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 00:36:04 GMT

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Texturing is supposed to be repetitive - that's how textures work. The more they get repeated, the less blurry they will look in-game. It also lessens the feel that you're in the movie "Honey, I Shrunk the Kids!"

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