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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion

Posted by [Mauler](#) on Mon, 05 Sep 2011 01:36:27 GMT

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The WW logo is fixed. Zunnie forgot to add the TGA file into the editor cache, and the crystals have there reflection as an additive shader. Just begun the process of creating a new model with LOD enabled in which give us better performance with multiple models loaded ingame. Thanks for the feedback Jerad.

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