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Subject: C&C\_Bio Testing

Posted by [Dante](#) on Thu, 18 Sep 2003 01:18:56 GMT

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yeah, try making a seperate cleanly installed Ren directory and running the pre-release map there, that way you can see all the missing textures that i had

also, try to do some mild compression on the mp3 that you included, should get the filesize down some.

killzone in the monster, but awesome, very original for a Ren map as far as the bio lab area

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