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Subject: Re: Public Beta Testing for the Renegade Community of Expansive Civilian Warfare!

Posted by [danpaul88](#) on Wed, 26 Mar 2014 09:44:42 GMT

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Removing the textures... now that's a clever trick to save memory usage, I'll have to keep that one in mind next time I get stuck pathfinding one of our gigantamourmous maps for AR

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