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Subject: C&C Reborn is released

Posted by [Deactivated](#) on Thu, 25 Dec 2003 14:34:07 GMT

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warrantoAnd of course there's the little thing of DOUBLE the system requirements of Renegade....

Because most of the textures are uncompressed TGAs that usually are over 2 MB/texture. Talk about unoptimization?

The idea of C&C Reborn is good, but how it is employed is bad.

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