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Subject: Renegade Alert Construction Yard

Posted by [Aircraftkiller](#) on Wed, 19 May 2004 20:47:13 GMT

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If you want to, go ahead. What I did was use a single pass with the stage 0 texture as "21\_CYMetal" and the stage 1 as "21\_CYNoise," that one being the rust marks and the dark blotches. That's unwrapped on the model, but it's using a multiply kind of shader. I'll try for one that's like multiply and add.

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