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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [Aircraftkiller](#) on Sat, 29 May 2004 05:12:07 GMT

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I use the original model with only the Renegade version of the UV map.

The tank had two 512x textures and one 256x for the wheels and turret basket, initially.

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