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Subject: Maps

Posted by [Anonymous](#) on Thu, 26 Dec 2002 00:49:00 GMT

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You want to make 'em smoother? that would require more polygons. From that screenshot it doesn't look bad at all. Do not obsess about those little things. With Renegade, your going to have some blockiness, but thats ok, as long as it isn't too bad. If the rest of the map looks just as fine as the screenie you showed, just continue on. No prob.

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