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Subject: Renegade: A New Hope Update

Posted by [Spice](#) on Mon, 31 Jan 2005 19:27:19 GMT

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Sir Phoenixx(Someone needs to teach him how to UVW map his models (correctly) and how to paint on them instead of just applying a single small texture to be repeated over the entire thing...)

You maybe? Besides , It's a bunker design. It shouldn't have multiple textures layed all through out the outside just because you can.

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