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Subject: New map - Wilderness DM - screenshots inside!

Posted by [JRPereira](#) on Tue, 29 Apr 2003 01:05:37 GMT

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Quote:because he blended like 4 textures right next to each other. (almost impossible to do in Renx by detaching)

That doesn't sound too hard to do, just requires some creative edge cutting and a mesh with multiple materials applied.

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