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Subject: Re: A note to all of renegade's texture designers  
Posted by [Jerad2142](#) on Wed, 30 Apr 2008 04:16:36 GMT  
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Stefan wrote on Tue, 29 April 2008 16:12cough6400x6400texturecough  
texture was around 120mb in TGA format, model has about 4000 polygons.  
ingame screenshot is a bit dark but it's the same texture as seen on screenshot 1

Does it work in w3d viewer?

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