
Subject: Re: [WIP] Texture Replacement Mod
Posted by [LR01](#) on Sun, 01 Feb 2009 18:45:23 GMT
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Nice, I like the idea of seeing ren with some new and fresh textures.

and if you use 1024x1024 textures you can already see it as "high" res, since ren uses textures that are even 128x128
