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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Aircraftkiller](#) on Fri, 06 Apr 2012 21:20:02 GMT  
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Quote: Mappers: Putting it all together. Should be able to work with textures and models, and know how to use the UDK map maker, or any other map maker that will work on the Unreal Engine.#

He isn't working with Renegade.

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