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Subject: Re: MPF banning players for being extremely good at a 11 year old game  
Posted by [Jerad2142](#) on Thu, 04 Jul 2013 18:32:10 GMT

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Its amazing how much better something can look with shadows that actually match what is casting them, throw in a few shaders (not overboard like what some games do) and even a programmer that is crappy at modeling can make a decent looking indoor environment.

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