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Subject: Renegade Alert Ridge War

Posted by [SuperFlyingEngi](#) on Tue, 27 Apr 2004 22:59:42 GMT

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No, I mean the patterns repeat themselves in very obvious ways. I've seen it a lot, particularly on Woods Today. Not a big gameplay issue, but with all the work that goes in to RenAlert models, I was hoping that textures would start looking less repeating for the maps.

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