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Subject: Renegade Alert SAM Site

Posted by [mahkra](#) on Sat, 03 Jul 2004 22:45:37 GMT

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AircraftkillerThey aren't covered by anything. The texture is the bitmap each polygon displays, think of it as something similar to Star Trek's Holodeck, it's just a box (polygons) but it can display anything you want.

But doesn't the bitmap follow the surface of the polygon? If that's how it works, then one could say that the polygon is covered by the bitmap.

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