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Subject: "Stealth is key"

Posted by [Slash0x](#) on Sun, 05 Dec 2004 02:09:30 GMT

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icedog90And Slash0x, alpha blending helps reduce that repeating look A LOT. Also, if you try using Stage 1 mapping too, it can do many wonders.

Thanks, I'll look into that. Just really hard to do it with brick textures, but I'll see what I can do with that information.

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