
Subject: Re: SCUD Storm patch 21.8.08

Posted by [Dreganius](#) on Sat, 26 Jul 2008 10:20:22 GMT

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cnc95fan wrote on Thu, 24 July 2008 04:05 How many patches have released new textures?
Texturers are hard to get these days.

Re-texturing isn't that hard. Hell, I do it all the time.

It's texturing a new object that is, because you've got to get it so it wraps just right.
