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Subject: Re: Obelisk Problem

Posted by [nuker7738](#) on Wed, 25 Feb 2009 05:05:59 GMT

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that's just the game being the game, really. That is actually quite typical of all games, especially if there are weather and lighting conditions like in Ren, and also if you have customized your brightness and gamma correction.

Just make your texture slightly lighter. If you suspect that it is because the gamma on your game and the gamma on your desktop are different then each other just leave it or change your gamma to make it slightly brighter.

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