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Subject: >> Map release: faster load times  
Posted by [bigwig992](#) on Mon, 15 Dec 2003 18:58:42 GMT  
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Hasn't made a difference in load times for me yet. On hourglass I noticed different textures though. The middle tunnel has the ugly old brick texture and some cliff looking texture is blended into the dirt around the map, I think there should be grass or different dirt in it's place? I can't remember. Just, weird textures...

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