

---

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Taximes:Not change them around, just make them look better; by higher resolution I meant crisper and less blurry.They aren't blurry in the slightest.Those textures are from 1994, hoss... I just have them scaled to fit each polygon, so they're a bit large on the tile scale. They need to be to match how the medical level was set-up.

---