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Subject: WDUMP -- little used program that should be used more.

Posted by [Anonymous](#) on Sun, 13 Oct 2002 18:04:00 GMT

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The tunnel walls have that moving (not scrolling) texture, how would I use wdump to find out how to do that? [ October 13, 2002, 18:05: Message edited by: Havoc298374 ]

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