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Subject: Re: Corrupted?!

Posted by [Oblivion165](#) on Thu, 31 Aug 2006 17:35:53 GMT

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Hmm, ive never heard of anything like this. The only thing that can normally do this would be a replaceemnt texture for those object.

Take a screenshot, lets see it. However i doubt there is anything that could be done, it doesnt sounds like a object.ddb error or such like that.

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