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Subject: Re: Reflective Materials

Posted by [Oblivion165](#) on Thu, 05 Jul 2007 16:53:55 GMT

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There is a model and textures in the zip file....

EDIT: Here is another texture. Its in the always.dat but if its not reading it then put this with the model.

File Attachments

1) [Ob\\_wall02.tga](#), downloaded 129 times

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