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Subject: Re: Look!

Posted by [saberhawk](#) on Sat, 24 May 2008 06:07:45 GMT

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E3 Beta M01.mix wrote on Fri, 23 May 2008 22:29hmm nice, did someone gona share that shaders.dll?

Or maybe its dazzle?

Nobody is going to share that shaders.dll, it's the STOCK one. He just defined a shader for those objects and made the normal maps...

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