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Subject: Re: [Texture] Metal Floors

Posted by [sloscha](#) on Sun, 08 Feb 2009 04:34:05 GMT

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Killgeak wrote on Sat, 07 February 2009 10:01 Very nice, i renamed some so all my floors of gdi and nod are like this too bad some other things get affected by them too tough

:S like wat

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