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Subject: Re: [Shaders] Normal Mapped Stuff 2.2  
Posted by [slosha](#) on Sun, 14 Jun 2009 15:23:21 GMT  
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Ok, so I extracted the files in the .mix to my data folder and I'm surprised to see that it works! The vehicles look very dark tho. Is there anyway to make them look a little brighter?

EDIT: The Mammy doesn't work :\

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