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Subject: Re: Alpha blending textures

Posted by [Oblivion165](#) on Fri, 16 Sep 2005 00:43:28 GMT

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TY, its an old map i made. The people i played it with didnt like how he lava would slowy rise and fall. (the lava would get high enough that it would cover the walkway from reactor to reactor and get on the bottom floor. So if you werent high enough, you died.)

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