
Subject: Re: Reflective Materials

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

[View Forum Message](#) <> [Reply to Message](#)

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_wall102.tga](#), downloaded 161 times
