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Subject: Re: [skin] GDI base

Posted by [ArtyWh0re](#) on Wed, 11 Mar 2009 12:53:53 GMT

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Its a cool image but its someting I would expect to see on a monitor such as the one in the HON and not on concrete wall.

Maybe this would be alright on the interior of buildings if you put a boarder on the top and bottom of the image.

Im into skinning buildings myself and have realeased a few skin packs.

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