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Subject: Re: New Shaders

Posted by [TeamWolf](#) on Wed, 15 Jul 2009 09:09:46 GMT

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If you are going to make it like that, at least edit the barracks lights to have lamp shaders or something that directs the light directly downwards. Then that would look like that, not when the lights are on the ceiling and projecting 180o light around the room.

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