

## TR\_in\_imp\_small\_door



Notes:

Position adjusted so that it properly fits/snaps into place, within the doorjam.

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## TR\_in\_impbig\_wall\_02



Notes:

Changed wall texture to Tx\_imp\_wall\_02.tga

## TR\_in\_impbig\_blend\_02

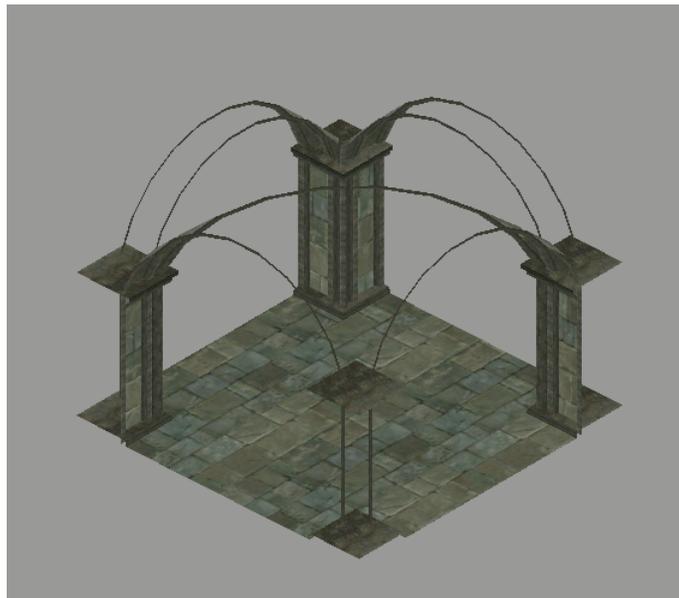


Notes:

Changed wall texture to Tx\_imp\_wall\_02.tga

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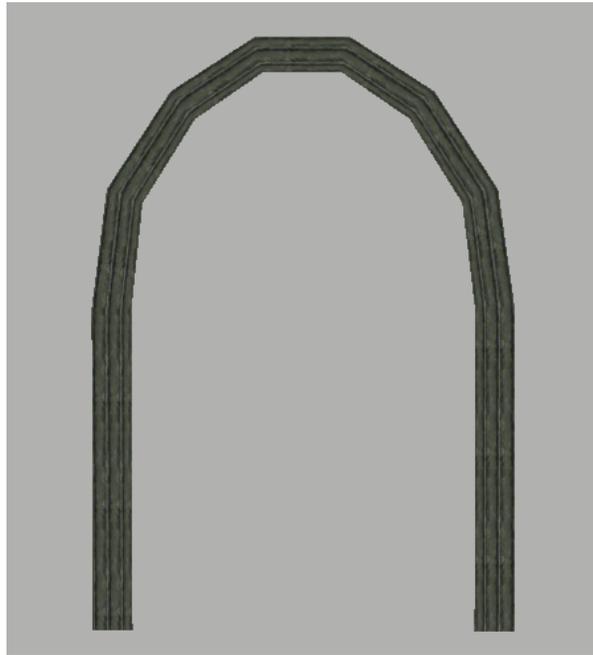
## TR\_in\_impbig\_4way\_02



Notes:

Change floor and column textures to Tx\_imp\_wall\_02.tga.

## Tr\_in\_imp\_djam\_02

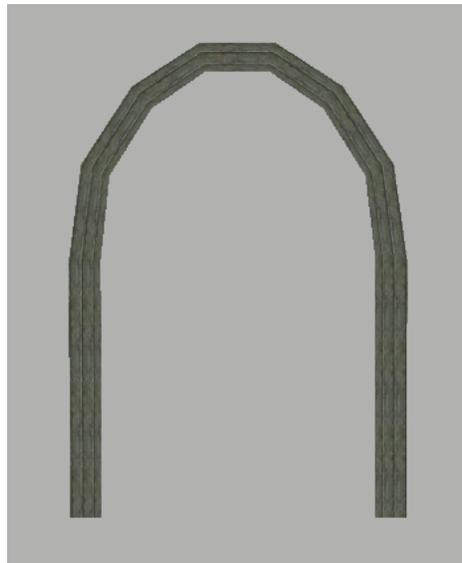


Notes:

Just a door frame, using tx\_imp\_stripdark\_01.dds texture for edging.

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## Tr\_in\_imp\_djam\_01



Notes:

Just a door frame, using tx\_imp\_stripmed\_01.dds texture for edging.

## TR\_in\_imp\_croom\_01



Notes:

Circular room, size of large towers (ex\_imp\_guardtower\_02).