

TR_in_impsmall_door



Notes:

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

TR_in_impbig_wall_02



Notes:

Changed wall texture to Tx_imp_wall_02.tga

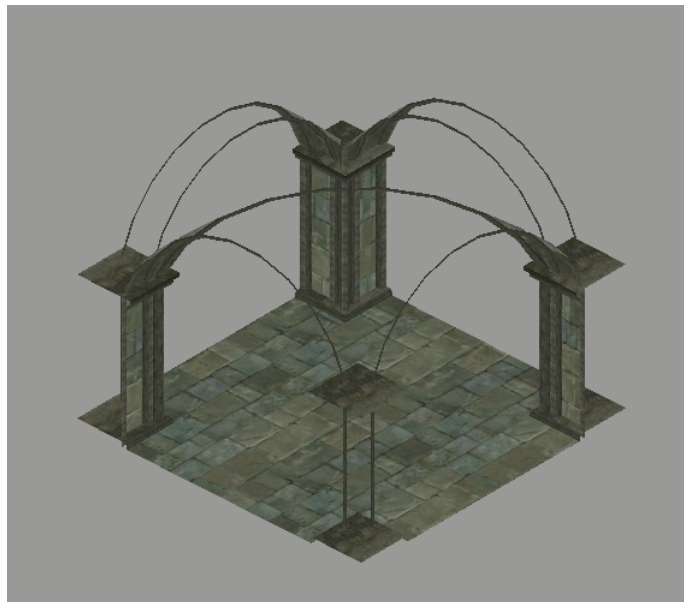
TR_in_impbig_blend_02



Notes:

Changed wall texture to Tx_imp_wall_02.tga

TR_in_impbig_4way_02



Notes:

Change floor and column textures to Tx_imp_wall_02.tga.

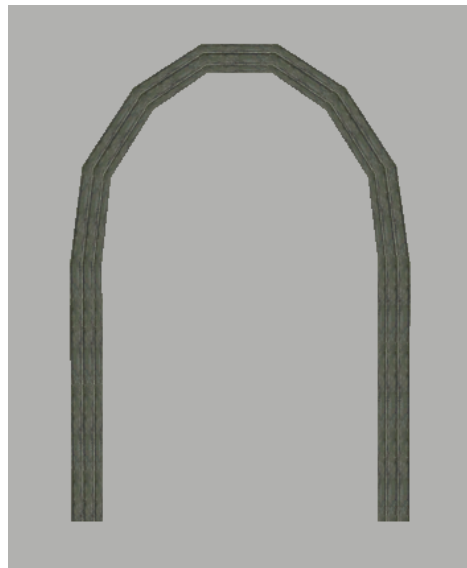
Tr_in_imp_djam_02



Notes:

Just a door frame, using tx_imp_stripdark_01.dds texture for edging.

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).