

INDEX of the „Dirty Corridors“ Pack





Image	Name	Triangles / Materials
	corridor_A	2,239 / 6
	corridor_B	3,650 / 8
	corridor_C	1,793 / 6
	corridor_CornerA	2,055 / 5





Image	Name	Triangles / Materials
	corridor_CornerB	4,513 / 6
	corridor_CrossA	3,726 / 5
	corridor_CrossB	7,281 / 6
	corridor_D	948 / 6





Image	Name	Triangles / Materials
	corridor_E	678 / 5
	corridor_EndA	918 / 5
	corridor_EndB	2,025 / 6
	corridor_EndDoorA	830 / 6





Image	Name	Triangles / Materials
	corridor_EndDoorB	1,832 / 7
	corridor_RoomA	704 / 3
	corridor_RoomB	981 / 4
	corridor_StairsA	3,431 / 6





Image	Name	Triangles / Materials
	corridor_StairsBottomA	4,687 / 6
	corridor_StairsTopA	3,365 / 6
	corridor_StairsTopB	1,011 / 5
	corridor_TCrossA	2,874 / 5




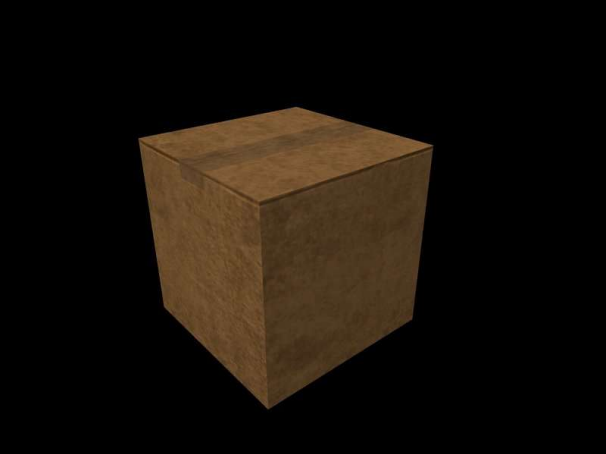
Image	Name	Triangles / Materials
	corridor_TCrossB	4,314 / 6
	prop_BoxA	60 / 1
	prop_BoxB	32 / 1
	prop_BoxC	12 ; 1

Image	Name	Triangles / Materials
	prop_Door	370 / 1
	prop_DoorFrame	60 / 2
	prop_Extinguisher	582 / 1
	prop_Fireplace	332 / 1




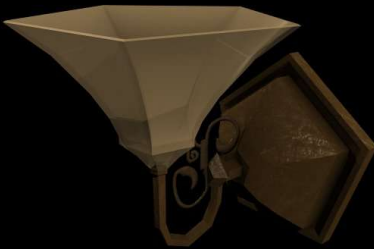
Image	Name	Triangles / Materials
	prop_Heater	615 / 1
	prop_HeaterB	1,095 / 1
	prop_Lamp	176 / 1
	prop_LampA	370 / 2

Image	Name	Triangles / Materials
	prop_LampB	510 / 2
	prop_PaintingA	60 / 1
	prop_PaintingB	60 / 1
	prop_PaintingC	60 / 1






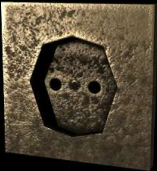
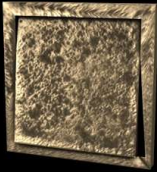
Image	Name	Triangles / Materials
	prop_PaintingD	60 / 1
	prop_PipesA	1,196 / 1
	prop_PipesB	1,200 / 1
	prop_ScrapdecalA	44 / 1

Image	Name	Triangles / Materials
	prop_ScrapdecalB	44 / 1
	prop_Socket	56 / 1
	prop_Switch	34 / 1

This pack contains 44 models. There are 22 decoration objects, 2 rooms and 20 corridor / stairs models.
Additional maps for normal, height and spec maps are included.

Artist: Sebastian / s-louven@web.de

Copyrighted material.

<http://www.dexsoft-games.com>