POV-Ray Glass Textures Reference

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#include "textures.inc"
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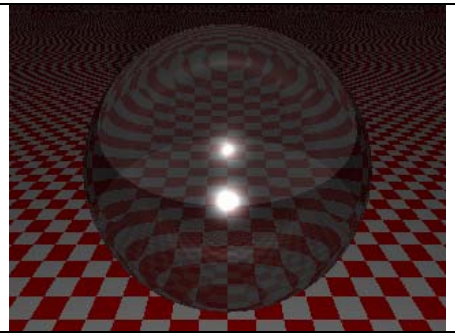	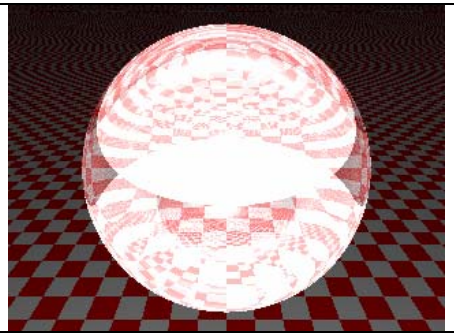	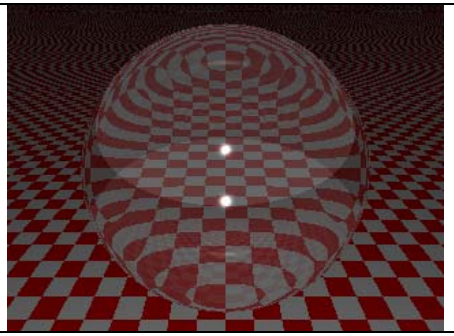
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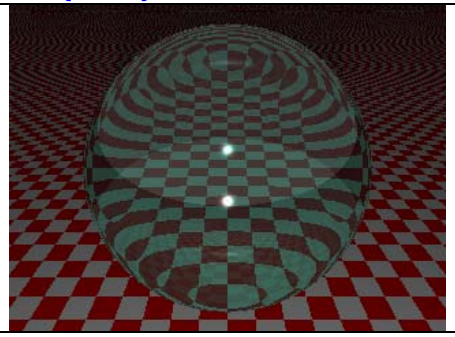
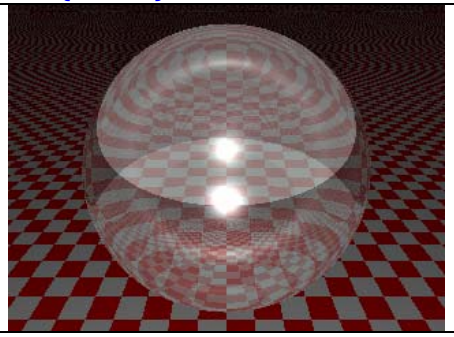
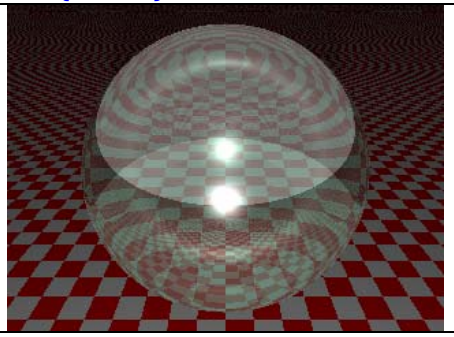
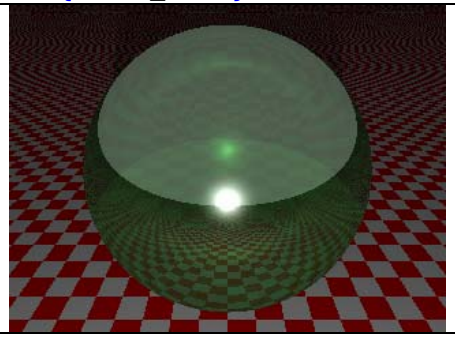
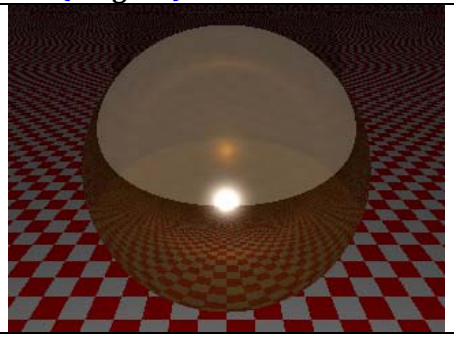
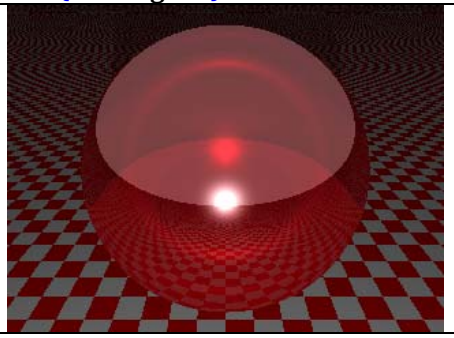
		
Texture {Green_Glass}	**Texture {NBglass}**	**Texture {NBoldglass}**
		
Texture {NBwinebottle}	**Texture { NBbeerbottle}**	**Texture {Ruby_Glass}**

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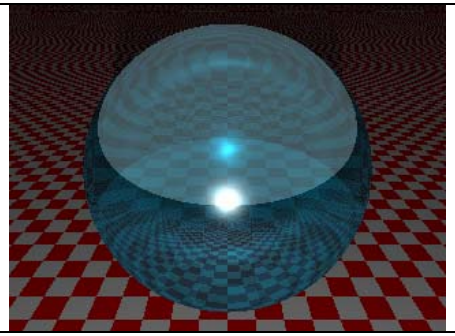	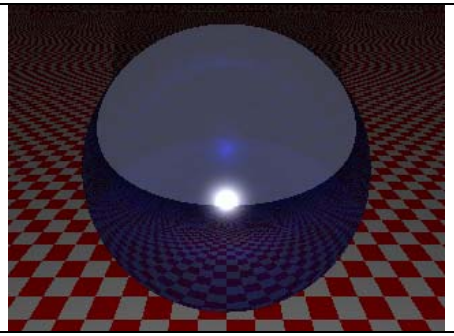	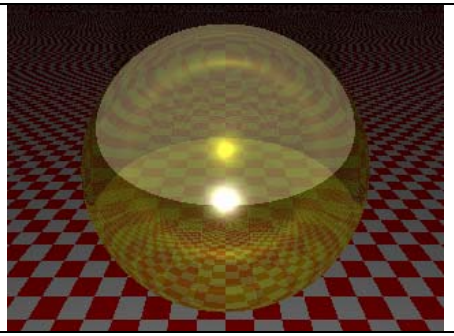
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	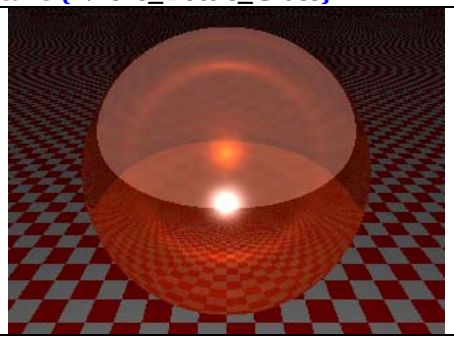	
	Texture {Orange_Glass}	

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