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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [jonwil](#) on Sat, 29 May 2004 04:30:30 GMT

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is this the same as the "old medum tank" ACK has used in some of his maps?

If so, how come his maps dont have the 2 textures I refered to in the thread title?

If not, what model is ACK using?

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