# Blender MTL File: 'None'  
# Material Count: 4  
  
newmtl MI\_HuiXing\_Eyein  
Ns 900.000000  
Ka 1.000000 1.000000 1.000000  
Kd 0.800000 0.800000 0.800000  
Ks 0.000000 0.000000 0.000000  
Ke 0.000000 0.000000 0.000000  
Ni 0.000000  
d 1.000000  
illum 1  
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_HuiXing\_Face\_102.png  
  
newmtl MI\_HuiXing\_Hair2\_metal  
Ns 900.000000  
Ka 1.000000 1.000000 1.000000  
Kd 0.800000 0.800000 0.800000  
Ks 0.000000 0.000000 0.000000  
Ke 0.000000 0.000000 0.000000  
Ni 0.000000  
d 1.000000  
illum 1  
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_HuiXing\_Hair\_102\_D.png  
  
newmtl MI\_HuiXing\_machine2  
Ns 46.056925  
Ka 0.018081 0.018081 0.018081  
Kd 1.000000 1.000000 1.000000  
Ks 0.500000 0.500000 0.500000  
Ke 0.000000 0.000000 0.000000  
Ni 1.000000  
d 1.000000  
illum 3  
  
newmtl MI\_HuiXing\_transparent\_101  
Ns 900.000000  
Ka 1.000000 1.000000 1.000000  
Kd 0.800000 0.800000 0.800000  
Ks 0.000000 0.000000 0.000000  
Ke 0.000000 0.000000 0.000000  
Ni 0.000000  
d 1.000000  
illum 1  
map\_Kd https://wiki.biligame.com/klbq/Special:FilePath/T\_HuiXing\_Body\_102\_D.png