# 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