Id	Name	Category	Site	Link	Author	Date	Description
9398	Yagram refined	Models and Textures	MMH	56-14440	xander2277	2012-02-25	Yagram refined v 1.2 this is a texture replacement and model replacement for the character Yagram, the only surviving dwemer in morrowind. he has a disease that has rendered him helpless without the aid of his self built spider chair, but the texturing and uv mapping left
9378	Where there is smoke	Models and Textures	MMH	56-6851	xander2277	2012-02-22	this is a smoke texture replacement. 4 files in all. right now they all give the same effect to four different smoke references, but they will be refined later for differentiation. will also add pictures as soon as possible. please bear with me. Changelog:[/
8935	New flame	Models and Textures	MMH	56-6850	xander2277	2012-02-21	This is a texture replacement for the one file i was really dissatisfied with in morrowind, firefrom torches to fireplaces, to the fire in the lighthouse, it is my feeble attempt to make fire look less like a particle effect and more like flames. i simply took a group of shapes and loops and r
8881	Morrowind Dwarven Machines Texture Project	Models and Textures	MMH	56-14448	xander2277	2012-03-08	Morrowind Dwarven Machines Textures Project v 1.1 This is a compilation of the various texture replacement mods i have already uploaded on the net This release includes the previous releases for the Steam centurion, the centurion spider, the Spher
8875	More Realistic Dwemer Armor	Models and Textures	MMH	56-14450	xander2277	2012-03-09	More Realistic Dwemer Armor v 1.0 Adding to the already long laundry list of dwemer textures is this new addition. It matches all the rest of the Dwemer armor textures to the steam centurion. so now more than the boots are changed. &#</td></tr><tr><td>8459</td><td>Centurions Reborn</td><td>Models and Textures</td><td>MMH</td><td>56-6852</td><td>xander2277</td><td>2012-02-23</td><td>Centurions Reborn v 1.4 now with mipmaps! This is an extensive replacer for every dwemer centurion machine in morrowind. this represents about 72 hours of retexturing. since nifscope is not freindly to my laptop, i had to retexture each piece by t</td></tr><tr><td>8458</td><td>Centurions Reborn</td><td>Models and Textures</td><td>MMH</td><td>56-14439</td><td>xander2277</td><td>2012-02-23</td><td>Centurions Reborn v 1.4 now with mipmaps! This is an extensive replacer for every dwemer centurion machine in morrowind. this represents about 72 hours of retexturing. since nifscope is not freindly to my laptop, i had to retexture each piece by t</td></tr><tr><td>8372</td><td>Better Frost Atronach</td><td>Models and Textures</td><td>MMH</td><td>56-14454</td><td>xander2277</td><td>2012-03-13</td><td>Better Frost Atronach this is another texture i really thought needed an update. its still true to the overall theme of morrowind, but he looks even cooler than he did before. keepin it frosty with his new look, complete with heavy metal spikey goth style armor which has</td></tr><tr><td>8371</td><td>Better Flame Atronach Texture</td><td>Models and Textures</td><td>MMH</td><td>56-14452</td><td>xander2277</td><td>2012-03-10</td><td>Better Flame Atronach v1 This started out being just a simple texture replacer for the skin only, and then grew into a whole new texture set for the flame atronach, and also some UV editing on the models. for some reason (probably time constraint</td></tr></tbody></table>