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Subject: GDI Ship Yard

Posted by [Anonymous](#) on Fri, 15 Nov 2002 21:27:00 GMT

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ive spent hours trying to think of ways to add boats, other than a code that makes the boat sink no lower than its axis point or a certain bone below the specified water model, i see no way this will work. maybe ill e-mail WW an idea for their next patch if they ever feal there is need for another

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