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Subject: Re: Shed models

Posted by [Ethenal](#) on Sun, 18 Nov 2012 17:07:20 GMT

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iRANian wrote on Sat, 17 November 2012 15:43it isnt hard at all

im looking for some objects that can function as a shack/shed, i've seen them on build servers etc probably just the standard create-some-lame-object-such-as-a-gunboat and set the model to the shack's w3d

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