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Subject: Cabin

Posted by [Gen\\_Blacky](#) on Sun, 25 Mar 2007 23:11:20 GMT

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Is there ant cabin type buildings in ren

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Subject: Re: Cabin

Posted by [jamiejrg](#) on Sun, 25 Mar 2007 23:57:08 GMT

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There are a few shacks.. in sp.

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Mon, 26 Mar 2007 02:05:35 GMT

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do u know any names cuase i looked and didnt see any

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Subject: Re: Cabin

Posted by [jamiejrg](#) on Mon, 26 Mar 2007 02:22:47 GMT

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They are in the single player campaign, hold on i'll take a quick look.

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Mon, 26 Mar 2007 02:27:41 GMT

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im still looking but no luck i found a jail cell but yea

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Mon, 26 Mar 2007 02:32:04 GMT

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o i found a barn this might work but if u find any cabins or shacks please tell me

Barn is barn001.w3d

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Subject: Re: Cabin

Posted by [Jerad2142](#) on Mon, 26 Mar 2007 16:31:23 GMT

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Cabins and shacks are usually part of the level itself (so it would require some RenX work).

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Subject: Re: Cabin

Posted by [Canadacdn](#) on Mon, 26 Mar 2007 16:35:43 GMT

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There are some "Holdingcells" in DSAPO->Unsorted.

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Subject: Re: Cabin

Posted by [jamiejrg](#) on Mon, 26 Mar 2007 20:02:22 GMT

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If i find any i'll tell you where to get em.

\*edit\* here are 3 i found in the first level..

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Mon, 26 Mar 2007 22:48:12 GMT

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is a 4 w3d them or do i have to get them from renx

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Subject: Re: Cabin

Posted by [c0vert7](#) on Mon, 26 Mar 2007 22:51:32 GMT

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Ur not going to get those models from renx with a w3d format of the map and a w3d importer. But if u get xcc mixer and extrude the w3d files from the mission map it should work the same.

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Subject: Re: Cabin

Posted by [Zion](#) on Mon, 26 Mar 2007 22:54:22 GMT

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You export the w3d file from the .mix package and remove all mesh apart from what you want from the scene. Then save and export as w3d and place in your new map.

Doing this is not serversided. Any clients that join will need to download the map/mod.

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Mon, 26 Mar 2007 23:42:36 GMT

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i kno

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Subject: Re: Cabin

Posted by [Gen\\_Blacky](#) on Tue, 27 Mar 2007 00:58:20 GMT

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why do you lose all the textures when u import a w3d

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Subject: Re: Cabin

Posted by [c0vert7](#) on Tue, 27 Mar 2007 01:18:31 GMT

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Cause u dont have the same textures they had.

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