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Subject: TD based tiberium models

Posted by [Deafwasp](#) on Sun, 13 Apr 2003 21:09:49 GMT

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Heck guys, I try to make everything in my map myself to make sure it is the best of quality, but like the base buildings I leave them the way they are cause they are perfect (for what they are). I use ACK's Tib for the same reason.

BTW I am trying to get back into mapping so I can release the ones I have near completion.

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