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Subject: Shed models  
Posted by [iRANian](#) on Thu, 15 Nov 2012 07:42:07 GMT  
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I'm looking for the model names of sheds inside the game files, I know there are a few from playing on modded players, does anyone know any file names for them?

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Subject: Re: Shed models  
Posted by [Aircraftkiller](#) on Thu, 15 Nov 2012 23:18:38 GMT  
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Sheds, as in barns/woodsheds etc? Those tend to be part of the map W3D files

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Subject: Re: Shed models  
Posted by [Gen\\_Blacky](#) on Fri, 16 Nov 2012 10:44:17 GMT  
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Aircraftkiller wrote on Thu, 15 November 2012 16:18 Sheds, as in barns/woodsheds etc? Those tend to be part of the map W3D files

this

dsp\_holdshack.w3d  
dsp\_holdshack2.w3d  
dsp\_holdshackd.w3d door for dsp\_holdshack2

what are you trying to do exactly. If you got 4.0 players i would just add your own.

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Subject: Re: Shed models  
Posted by [ehhh](#) on Fri, 16 Nov 2012 11:21:42 GMT  
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as if your actually going to do it LOL

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Subject: Re: Shed models  
Posted by [iRANian](#) on Sat, 17 Nov 2012 21:43:19 GMT  
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it isnt hard at all

im looking for some objects that can function as a shack/shed, i've seen them on build servers etc

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Subject: Re: Shed models

Posted by [roszek](#) on Sun, 18 Nov 2012 13:42:08 GMT

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He wants to add a shed to repair facility?

zakalwe12 wrote on Sun, 17 April 2011 18:52 Except for some reason it's not on the information page (when you press K). This new insight really makes me question my philosophy on buildings.

Alright here's an image you can use for the information page:

Since we're on a tight budget maybe we can use the same image as the real building?

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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 15:43 it isn't 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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Subject: Re: Shed models

Posted by [roszek](#) on Sun, 18 Nov 2012 17:16:16 GMT

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!shed

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Subject: Re: Shed models

Posted by [iRANian](#) on Mon, 19 Nov 2012 16:15:31 GMT

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yeah that, just need to know the model name

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