

Scenery

CODE	IMAGE	INFO
BARBWIR2		
BARBWIRE		
BARREL		
BIGLOONY		
BOOTS		
BUNKER	(no image)	
CHECKB	(no image)	
CHECKP	(no image)	
CHIM		
CHIM2	(no image)	
DUGOUT	(no image)	
DUGOUT_S	(no image)	
DUMMY		
DRUM		
DRUM2		
FENCE	(no image)	
GATE		
GATES		
GRAV2	(no image)	
GRAVE	(no image)	
IRONGATE		
LAMP		
LU_B_SU		
MACHI	(no image)	
MAST	(no image)	
MONO		
MOONS		
PILLER	(no image)	
PIST		
PROP	(no image)	
RADAR		
RADAR1		
RELAX	(no image)	
RELAX1		
SIGN		
SNOWB		
SNOWH		
SW2ARM		
SWILL1	(no image)	
SWILL2		
SWILLARM	(no image)	

T_SUP (no image)
T_SUP2 (no image)
T_SUP3 (no image)
TARGET2 (no image)
TARGET3 (no image)
TARGET4 (no image)
TARGET5 (no image)
TBLOK (no image)
TBLOK2 (no image)
TBLOK3 (no image)
WALL (no image)
WATSTA (no image)
WATWHE (no image)

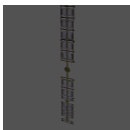
WE_CHUT2



WIN_SH



WIN_SV



WIND2



WIND2H



WIND2V



WINDM

