



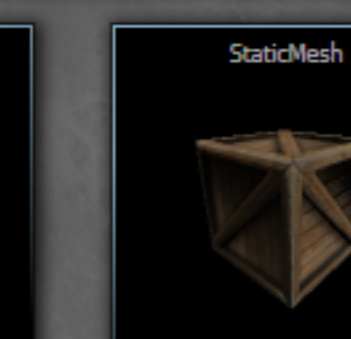
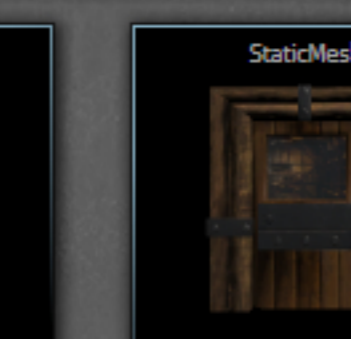






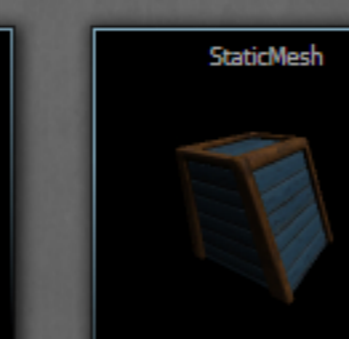





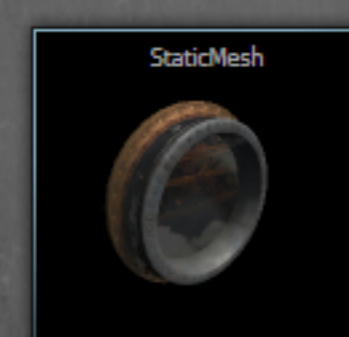

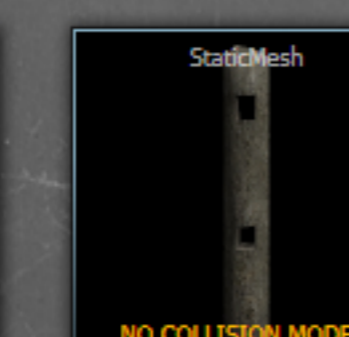


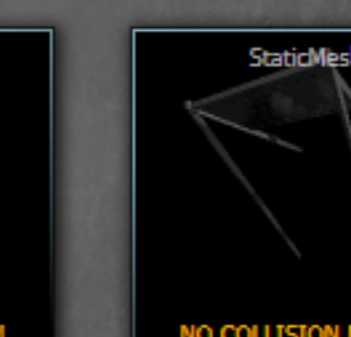
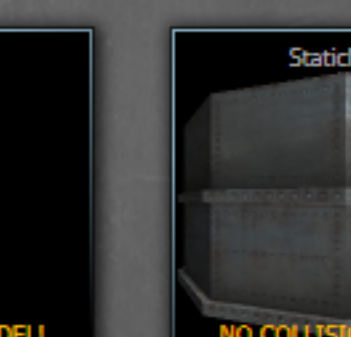
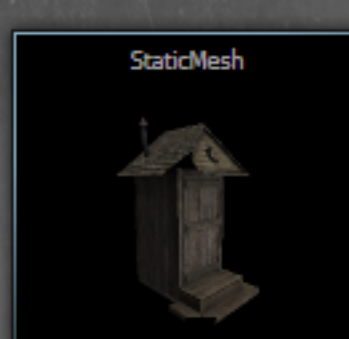
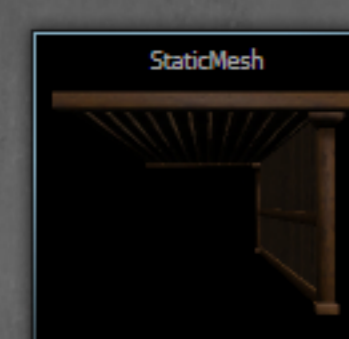


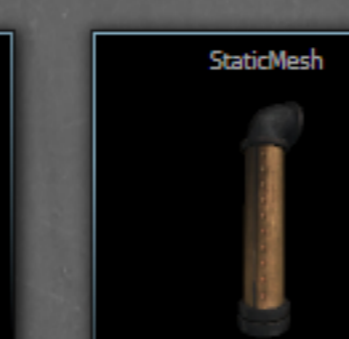


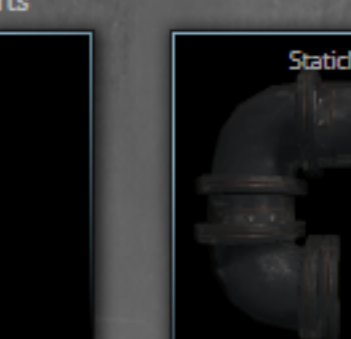




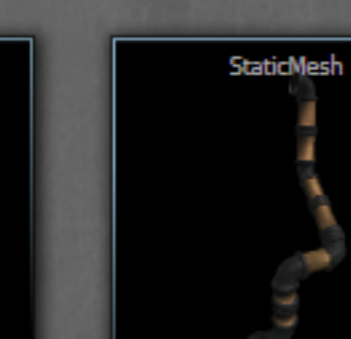
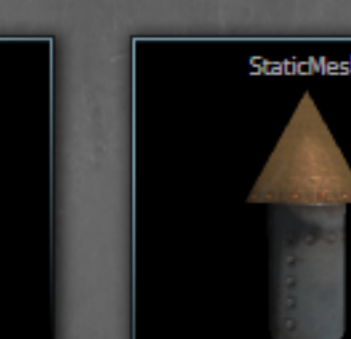

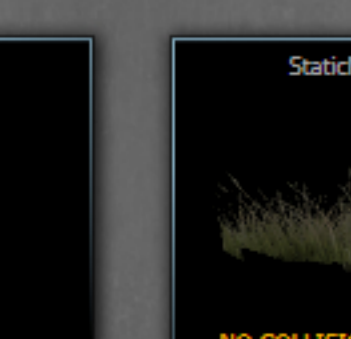




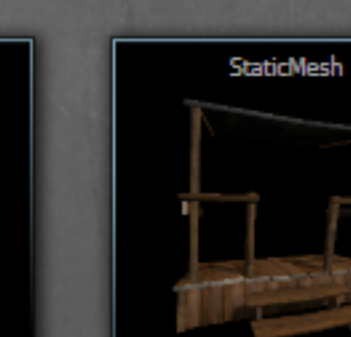
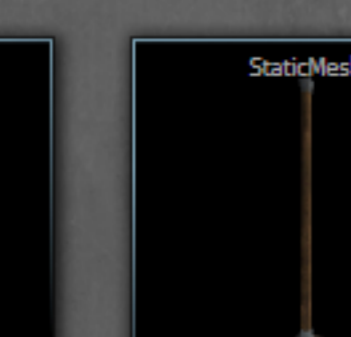
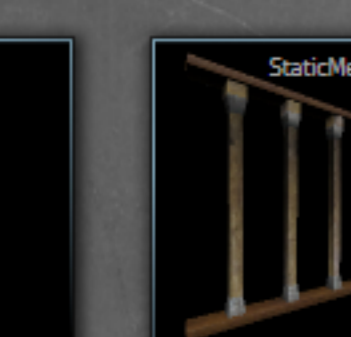
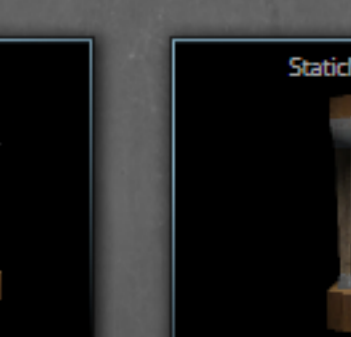

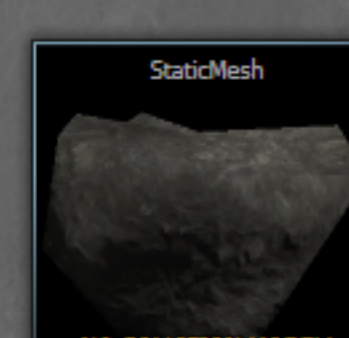




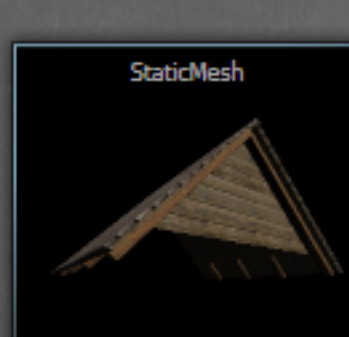
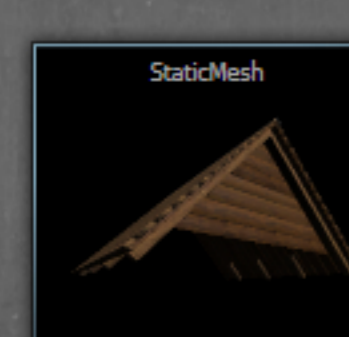


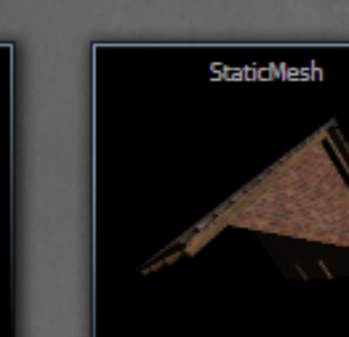




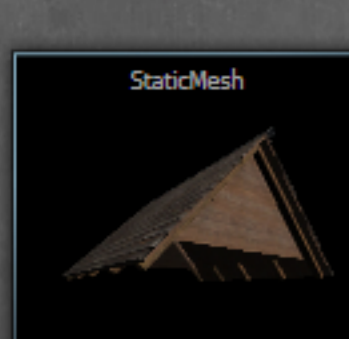



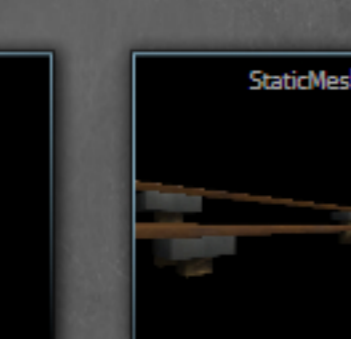




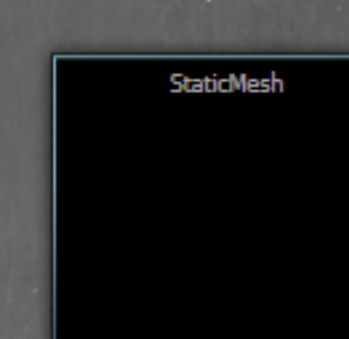



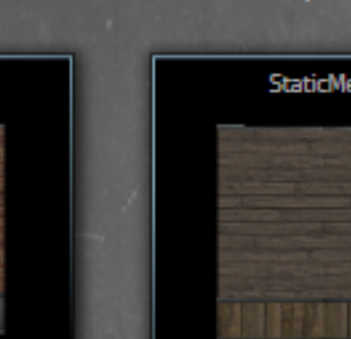









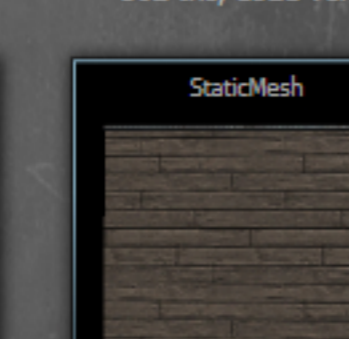
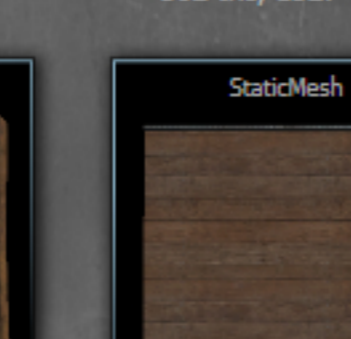




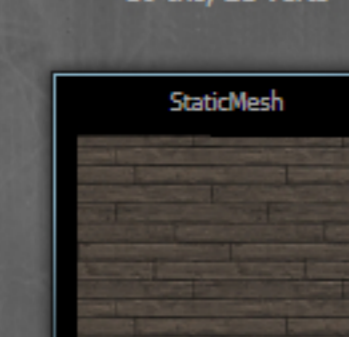
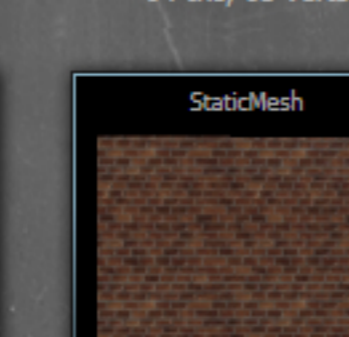
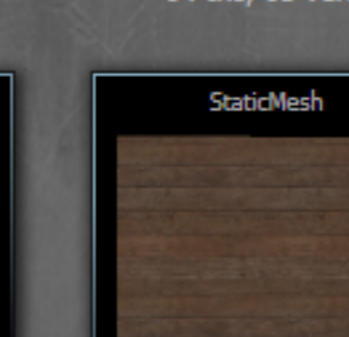
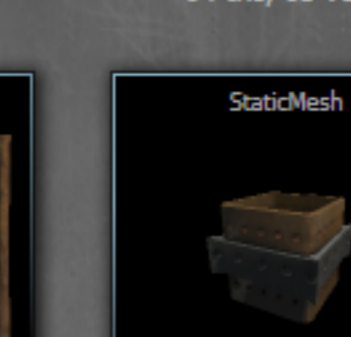
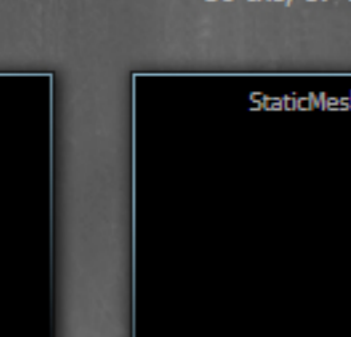
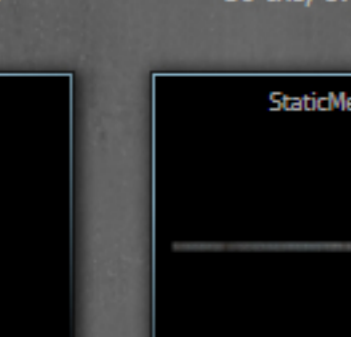
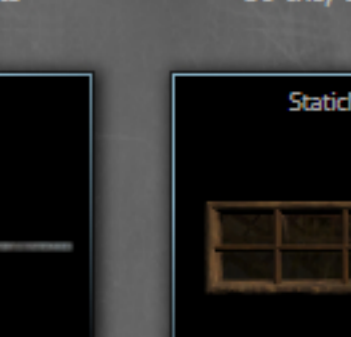

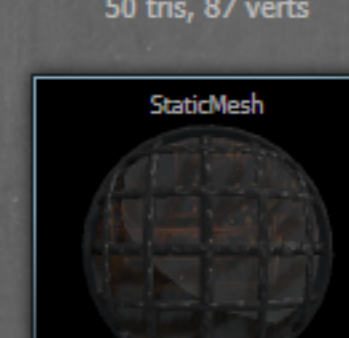

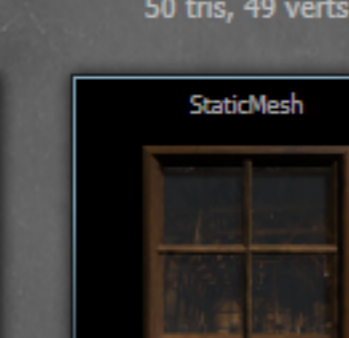



Steam Valley Trading Post Meshes

| | | | | | | | | |
|---|---|---|--|--|--|--|--|---|
|  Balcony 250 tris, 270 verts |  Balcony_Dark 250 tris, 270 verts |  Barrel 3360 tris, 3404 verts |  Boulder_01 1360 tris, 862 verts |  Chimney_Metal 780 tris, 1933 verts NO COLLISION MODEL! |  Crate 156 tris, 279 verts |  Door_Framed 1206 tris, 1127 verts |  Door_Round 587 tris, 472 verts |  Door_Small_01 794 tris, 2143 verts |
|  Door_Small_02 794 tris, 688 verts |  Door_Small_03 794 tris, 2143 verts |  Door_Small_04 794 tris, 2143 verts |  Dormer_Long 268 tris, 255 verts |  Dormer_Short 198 tris, 216 verts |  Facade 5272 tris, 13319 verts |  Facade_Brick 5272 tris, 13319 verts |  Facade_Extender 4482 tris, 11228 verts |  Facade_Extender_Brick 4482 tris, 11147 verts |
|  Fan 1460 tris, 1232 verts |  Fan_Portal 648 tris, 794 verts |  Fence 264 tris, 308 verts NO COLLISION MODEL! |  Fencepost 144 tris, 213 verts NO COLLISION MODEL! |  FFM_Silo_Dome 882 tris, 2100 verts NO COLLISION MODEL! |  FFM_Silo_Ladder 120 tris, 242 verts NO COLLISION MODEL! |  FFM_Silo_Ladder_Platform 80 tris, 182 verts NO COLLISION MODEL! |  FFM_Silo_Ladder_PlatformRaili ng 68 tris, 150 verts NO COLLISION MODEL! |  FFM_Silo_Walls 192 tris, 384 verts NO COLLISION MODEL! |
|  Outhouse 336 tris, 699 verts |  Overhang 1076 tris, 1234 verts |  Overhang_Stable 1076 tris, 1234 verts |  Overhang_Stable_Redwood 1076 tris, 1234 verts |  Pipe_Ground_L 792 tris, 765 verts |  Pipe_Ground_L2 1176 tris, 1129 verts |  Pipe_Ground_L3 1296 tris, 1325 verts |  Pipe_Ground_T 3054 tris, 3377 verts |  Pipe_Wall_C 1536 tris, 1666 verts |
|  Pipe_Wall_C2 1248 tris, 1243 verts |  Pipe_Wall_L1 3480 tris, 3721 verts |  Pipe_Wall_L2 2256 tris, 2260 verts |  Pipe_Wall_L3 2280 tris, 2190 verts |  Pipe_Wall_L4 2568 tris, 2747 verts |  Pipe_Wall_Wrap 4513 tris, 4537 verts |  Pipes_Chimney 112 tris, 144 verts |  Pipes_Endcap 1536 tris, 1068 verts |  Plains_Grass_Large 150 tris, 424 verts NO COLLISION MODEL! |
|  Plains_Grass_Medium 18 tris, 48 verts NO COLLISION MODEL! |  Plains_Grass_Small 24 tris, 72 verts NO COLLISION MODEL! |  Porch_Large 854 tris, 894 verts |  Porch_Large_Dark 854 tris, 894 verts |  Porch_Small 2798 tris, 3615 verts |  Porch_Small_Dark 2798 tris, 3615 verts |  Post 306 tris, 296 verts |  Railing 996 tris, 1092 verts |  Railing_End 276 tris, 292 verts |
|  Rock_Sm_1 72 tris, 65 verts NO COLLISION MODEL! |  Rock_Sm_2 76 tris, 68 verts NO COLLISION MODEL! |  Rocking_Chair 1844 tris, 1662 verts |  Roof_Flat 30 tris, 36 verts |  Roof_Flat_Dark 30 tris, 36 verts |  Roof_Large_Extender 244 tris, 500 verts |  Roof_Large_Front 532 tris, 1358 verts |  Roof_Large_Rear 524 tris, 1301 verts |  Roof_Small_Extender 328 tris, 698 verts |
|  Roof_Small_Front 618 tris, 1580 verts |  Roof_Small_Front_Dark 618 tris, 1580 verts |  Roof_Small_Front_Dark2 618 tris, 1580 verts |  Roof_Small_Rear 614 tris, 1557 verts |  Roof_Small_Rear_Brick 614 tris, 1557 verts |  Roof_Small_Rear_Dark 614 tris, 1557 verts |  Roof_Small_Rear_Dark2 614 tris, 1557 verts |  Roof_Small_Single 904 tris, 2446 verts |  Roof_Small_Single_Brick 904 tris, 2426 verts |
|  Roof_Small_Single_Dark2 904 tris, 2446 verts |  Sign_01 298 tris, 212 verts NO COLLISION MODEL! |  Stairs_Metal 3894 tris, 4140 verts |  Steps_Narrow 504 tris, 485 verts |  Steps_Narrow_Dark 504 tris, 485 verts |  Steps_Wide 504 tris, 496 verts |  Steps_Wide_Dark 504 tris, 496 verts |  Trading_Post_Door 1628 tris, 1871 verts |  Trading_Post_SignFrame 1378 tris, 1295 verts NO COLLISION MODEL! |
|  Trading_Post_Walls 4902 tris, 5272 verts |  trading_vehicle 14868 tris, 17892 verts |  Tranding_Post_Sign 2 tris, 4 verts NO COLLISION MODEL! |  Urn 1560 tris, 1303 verts |  Wagon_Wheel 3484 tris, 3313 verts |  Wall_1stFl_Extender 46 tris, 110 verts |  Wall_1stFl_Extender_Brick 46 tris, 110 verts |  Wall_1stFl_Front 502 tris, 503 verts |  Wall_1stFl_Front_Brick 502 tris, 1396 verts |
|  Wall_1stFl_Front_Rough 502 tris, 503 verts |  Wall_1stFl_Left 502 tris, 1321 verts |  Wall_1stFl_Left_Brick 502 tris, 1321 verts |  Wall_1stFl_Left_Rough 502 tris, 1321 verts |  Wall_1stFl_Rear 502 tris, 1327 verts |  Wall_1stFl_Rear_Brick 502 tris, 1327 verts |  Wall_1stFl_Rear_Rough 502 tris, 1327 verts |  Wall_1stFl_Right 502 tris, 1309 verts |  Wall_1stFl_Right_Brick 502 tris, 1309 verts |
|  Wall_1stFl_Right_Rough 502 tris, 1309 verts |  Wall_2ndFl_Extender 16 tris, 21 verts |  Wall_2ndFl_Extender_Brick 16 tris, 21 verts |  Wall_2ndFl_Front 64 tris, 65 verts |  Wall_2ndFl_Front_Brick 64 tris, 65 verts |  Wall_2ndFl_Front_Rough 64 tris, 65 verts |  Wall_2ndFl_Left 50 tris, 87 verts |  Wall_2ndFl_Left_Brick 50 tris, 87 verts |  Wall_2ndFl_Left_Rough 50 tris, 87 verts |
|  Wall_2ndFl_Rear 50 tris, 87 verts |  Wall_2ndFl_Rear_Brick 50 tris, 87 verts |  Wall_2ndFl_Right 50 tris, 49 verts |  Wall_2ndFl_Right_Brick 50 tris, 49 verts |  Wall_2ndFl_Right_Rough 50 tris, 49 verts |  Wall_Corner 480 tris, 452 verts NO COLLISION MODEL! |  Wall_Grunge 2 tris, 4 verts NO COLLISION MODEL! |  Wall_Trim 108 tris, 124 verts NO COLLISION MODEL! |  Window_Rectangle 138 tris, 185 verts NO COLLISION MODEL! |
|  Window_Round 528 tris, 447 verts NO COLLISION MODEL! |  Window_Round_Barred 1826 tris, 2634 verts |  Window_Sill 512 tris, 1378 verts |  Window_Square 112 tris, 126 verts NO COLLISION MODEL! |  Window_Square_Low 112 tris, 128 verts NO COLLISION MODEL! | * I created a tree and a bush in Speedtree for this environment and the leaf textures i used came with speedtree. Special thanks to the artist who made them. They were exactly what I needed. | | | |