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Subject: CNC REBORN: Refinery

Posted by [Demolition man](#) on Thu, 12 May 2005 12:35:19 GMT

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Blazea58haha busted. on the other hand i really like the overall design of that building. I dont see why anyone would whine about the interior since even in renegade the multiplayer refinery just has a door, yet a wall is not even 2 feet on the other side of it. Single player is different, only the idiots would want to add more and more polygons to it, hence why renalert left the w3d engine lol. What are people going to do inside the buildng anyways? stare at all the barrels, and stuff? To me i am more for gameplay, and i could care less about having tons of detail if its for multiplayer, where as single player it might matter a little bit more. so b/c an old game didn't have it you shouldn't adjust it? You should improve stuff and the outside looks great but the inside looks shit.

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