
Subject: Re: Red Alert 3 buying survey
Posted by [R315r4z0r](#) on Fri, 03 Oct 2008 01:01:22 GMT
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The only similarity of the Allied WF to the GDI WF is that it has that scaffolding on the top of it. However the one in C&C3 a movable crane that moved forward and backward to give supplies to the constructing units.

The Allied one in RA3 is in a different spot as and is immovable as it has a conveyor belt/lift inside of it that raises supplies and carries them into the garage from above.

Another thing to notice is the side part of the structure which wasn't in the C&C3 version as well as the actual garage being on the opposite side of the structure.

I don't know about you, but if you can somehow prove they are the same models, but edited, that in no way makes EA "lazy." It would be at least 3x harder to add such things onto an existing model than it would to create something from scratch. Trust me, I know, I've tried doing such things in the past.

There is a difference between using the same design concept and using the same model.
