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Subject: Re: NEW Tiberium Refinery Interior  
Posted by [anant](#) on Tue, 25 Nov 2008 01:51:28 GMT  
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EDIT

Fixed ref

3 problems/questions

1) mct (no skin der...)

2) underground wont appear until after

3) make the back wall (w/out pt's a bit easier to see

Do for NOD too?

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### File Attachments

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1) [ground.bmp](#), downloaded 408 times

2) [walls just end...bmp](#), downloaded 408 times

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