
Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 06:53:11 GMT
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I think the windows would be better if you used a single texture instead of a bunch of small cylinders and a plane. It doesn't really "fit" with the other Nod structures. For starters, I say you should get rid of that funky tank on the side, and add something to that wall so it doesn't look plain.
