
Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 17:18:57 GMT
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Well I will take a little more time and make the interior feel right. But it fits in with the other buildings a little better than you think.

Here is a little proof it DOES kinda fit in. I just got to finish it. The pictures may be a little weird cause I forgot to put all the buildings on the same level, so the warfac is above the other building models.

The building also looks a bit weird cause I didn't texture the roof right. I should only use textures found on the other buildings. Still working
