
Subject: *spam and flame free area* Nod Warfactory
Posted by [m1a1_abrams](#) on Mon, 19 Jan 2004 22:32:38 GMT
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The dark red area (the same as the three areas on the front of the Hand) looks out of place where you put it. Also, the darker part of the texture at the base of the building goes through the window at the back, which doesn't look right. Apart from that, the HoN textures work pretty well and it looks more like it belongs in Renegade now.
