
Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Wed, 21 Jan 2004 01:38:59 GMT
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That looks worse. The geometry isn't clean. Vertexes aren't attached to each other. Lighting will not work properly with it.

Textures don't match up.

And why did you take the sides of the Hand of Nod and retexture them as part of the building?
That's sort of ghey.

Why can't people just leave the god damned Airstrip alone and stop trying to replace it? Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.
