
Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Wed, 21 Jan 2004 13:15:24 GMT
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Nice I like the 2nd one better!!

I was planning on using it in a new map...but I might place it in high noon 2 if it's textured in time.

I'll make some PT's for it, but I don't know about cracks and destruction animations...I'll have to ask neosaber how to do that.
