
Subject: *spam and flame free area* Nod Warfactory
Posted by [m1a1_abrams](#) on Wed, 21 Jan 2004 20:22:38 GMT
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I'm not fan of futuristic or space maps in Renegade, because unless you're going to modify everything, the buildings and the vehicles will be out of place. However, there are certain situations within a regular Renegade map where the Airstrip isn't appropriate... C&C_Under is a good example. If you were to place the Nod base inside a true cavern, rather than one with the roof taken out, it would look plain stupid to have the C-130 flying through the wall.
