
Subject: *spam and flame free area* Nod Warfactory
Posted by [General Havoc](#) on Thu, 22 Jan 2004 22:31:02 GMT
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The second model looks more basic, which will be better in multiplayer. Doing away with the complex interior was a wise decision, you might have been pushed to fill all of that space with interesting stuff. Keep up the work, looks good at the moment and should be good in a map.
