
Subject: *spam and flame free area* Nod Warfactory
Posted by [IRON FART](#) on Thu, 22 Jan 2004 23:37:52 GMT
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My opinion on this:

If the building is made well and looks like it fits in (which it does do) and it is textured right, then it is fine.

Say if there is a map with stormy weather, it isn't always correct to have a cargo plane do a flyby.

On a map like Field or Island, it would be stupid, but maybe Conquest winter, something like that it would fit in.
