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Subject: \*spam and flame free area\* Nod Warfactory

Posted by [Jaspah](#) on Fri, 23 Jan 2004 01:27:13 GMT

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AircraftkillerIRON-FARTMy 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.

A C-130 can fly through stormy weather. Most aircraft are capable of this.

The Airstrip is there for a purpose. It was made from the original in C&C. This is why it should not be changed.

What if you have a map where a Nod base is surrounded by GDI Anti-Air? You ain't going to see a Airstrip there.

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