
Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 17:23:00 GMT
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Here are (slightly) modified power plant exteriors that make them look more like the TD ones
Preview
Shot <http://dante.havocide.com/modX/index.php?&direction=0&order=&directory=Models/Buildings>

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 17:30:00 GMT
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sweet!

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 17:30:00 GMT
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Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 17:49:00 GMT
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You should be able to get them to work by just placing them in a map since I only modified the exterior

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 18:57:00 GMT
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adv. power plant coming soon <http://www.noobstudies.com/image.fetch.php?id=1968745294>

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sat, 23 Nov 2002 19:31:00 GMT
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cool. man in about 5 years we've gone from paper buildings to real 3d goodness .we are some smart ppl

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sun, 24 Nov 2002 03:21:00 GMT
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paper buildings?

Subject: Modified Power Plants
Posted by [Anonymous](#) on Sun, 24 Nov 2002 06:42:00 GMT
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maybe hes refering to TD and RA
