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Subject: Whaddaya Think?

Posted by [MoDMaNiA](#) on Mon, 17 Mar 2003 00:45:17 GMT

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I was bored, just messin around with some modelling and I made a refinery, just wonderin what people thought of it:

Refinery1

Refinery2

Note, the pipes and the red are just, red and gray, the rest is textured.

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Subject: Whaddaya Think?

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 00:47:57 GMT

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File dosn't exist.

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Subject: Whaddaya Think?

Posted by [MoDMaNiA](#) on Mon, 17 Mar 2003 00:50:25 GMT

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fixed

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Subject: Whaddaya Think?

Posted by [Sir Phoenixx](#) on Mon, 17 Mar 2003 00:57:48 GMT

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Looks pretty good.

Are you going to add a door so people can go inside of it?

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Subject: Whaddaya Think?

Posted by [MoDMaNiA](#) on Mon, 17 Mar 2003 01:01:58 GMT

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i dunno, i was thinkin if i put a door on i'd have like a lil hallway extended out so the door isn't real slanted.. but that's not in Fs so i dunno??

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Subject: Whaddaya Think?

Posted by [Sir Phoenixx](#) on Mon, 17 Mar 2003 01:11:28 GMT

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Put the door on the back side (or on one of the sides, behind the pipes or something), noone can say it didn't have that there in TS because the back sides of the buildings were never visible.

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Subject: Whaddaya Think?

Posted by [MoDMaNiA](#) on Mon, 17 Mar 2003 01:13:04 GMT

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oh so very true

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