

---

Subject: More detailed building please!!

Posted by [Anonymous](#) on Fri, 22 Mar 2002 18:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After comparing the Multiplayer to the campaign buildings there is a huge difference. Why are the buildings way less detailed in Multiplayer than the Campaigns?? Take the Hand of Nod for instance, the campaign one has the 2 lifts that go to the top and under the hand of nod as well as a more detailed infrastructure (The ramp down and through that room to the MCT) while the Multiplayer one is just one big boring room with a ramp in the middle!! If there isn't a valid reason why the Multiplayer buildings can be more detailed then please could u make the buildings more detailed Westwood??

---