
Subject: CNC REBORN: Refinery
Posted by [genetix](#) on Thu, 12 May 2005 22:35:44 GMT
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Why not listen to the people who count the most? The players and not just the modders.

I'm not a modder or a mapper I'm just a player. Thats who the mod is made for is it not? If this is going to be a Multiplayer Mod then I don't care if there's a bunch of pipes in the refinery. When I'm playing a game I don't sit in buildings and admire the pretty colours on the walls. I get out of the buildings as fast as I can to help my team.

I would consider it MUCH more important to see extra maps and extra detail in the characters and vehicles. Sure it would be nice to see extra eye candy pieces in the refinery interior but its not needed and it would be more appropriate to put that in with a patch.
