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Subject: CNC REBORN: Refinery

Posted by [Blazea58](#) on Thu, 12 May 2005 23:40:46 GMT

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I dont understand most of the people who want showers and kitchens in a multiplayer online mod, but hey those comments are comming from people that probably have no idea what is worth adding or not.

I could easily see a few pipes here and there inside, but if there is a kitchen, showers, meeting rooms, offices, i just dont see a point in it at all.

Westwood has a good eye for things like this. You really think the game would be fully playable with all the single player buildings in a map? i think not. They made two of each building for a reason, and its obvious why they didnt add the overly detailed 8000 polygon buildings into multiplayer.

The entire base setup for single player is atleast over 40,000 polygons right there, and its just insane to have all that extra detail when the only thing you will do inside it is repair it or attack it.

And aircraftkiller really shouldnt talk when you can clearly see his buildings lack alot of detail also. Its not a competition till someone makes it one lol.

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