
Subject: Re: NEW Tiberium Refinery Interior
Posted by [anant](#) on Tue, 25 Nov 2008 01:51:28 GMT
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EDIT

Fixed ref

3 problems/questions

1) mct (no skin der...)

2) underground wont appear until after

3) make the back wall (w/out pt's a bit easier to see

Do for NOD too?

File Attachments

1) [ground.bmp](#), downloaded 653 times

2) [walls just end...bmp](#), downloaded 648 times
