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Subject: Re: Nod Turret

Posted by [Aircraftkiller](#) on Thu, 19 Jan 2012 08:07:34 GMT

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I am making a full set of structures for Noddingham, so they won't look out of place. I have no intention of using the original Renegade buildings with mine. The art differences (and polygon usage) would cause a lot of visual conflict. If I don't feel that I can finish all of these buildings within the next few months, I'll just release it as-is and add them in later.

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