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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:31:00 GMT

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I have had this idea stuck in my heap for 5 days now. It is a Civilian Nuclear Reactor. There is no interior yet but there is soon to be. I just need to know whether to scrap the model or finish it to give to a friend. Enjoy Civilian Reactor 01 Civilian Reactor 02 Civilian Reactor 03 [ January 12, 2003, 15:39: Message edited by: Gernader8 ]

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 18:32:00 GMT

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that would look nice in RA 1.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:14:00 GMT

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quote:Originally posted by Havocman2:that would look nice in RA 1. That would've nothing to do with RA1/RenAlertSuggestion:Make your own map,add a civilian industrial park,and add destroyable civilian buldings => [ January 10, 2003, 19:15: Message edited by: Aprime1 ]

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:27:00 GMT

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That is very, very nice. It does look like something from the RA1 industrial age, although it isn't

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:35:00 GMT

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quote:Originally posted by Taximes:That is very, very nice. It does look like something from the RA1 industrial age, although it isn't Well it is really based off a picture of a powerplant in my Chemistry book (though there were tons of changes). Hey shcool does come in handy.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 08:20:00 GMT

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 08:56:00 GMT  
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I wish I could model like that...

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 16:20:00 GMT  
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That looks incredible, how many polys? can u send me that? I will proly put it in my map. (Dont worry i will give u lots of credit)My e-mail is Maytridy@rochester.rr.com [ January 11, 2003, 16:21: Message edited by: maytridy ]

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 16:21:00 GMT  
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Here are some pictures of the interior. It is two levels; first level is very small and second level is large an  
open.<http://www.n00bstories.com/image.fetch.php?id=1767768155><http://www.n00bstories.com/image.fetch.php?id=1505938861><http://www.n00bstories.com/image.fetch.php?id=1572250411><http://www.n00bstories.com/image.fetch.php?id=1184246057>

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 16:22:00 GMT  
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quote:Originally posted by maytridy:That looks incredible, how many polys? can u send me that? I will proly put it in my map. (Dont worry i will give u lots of credit)My e-mail is Maytridy@rochester.rr.com1800 polys.....going to one of two friends, dont know yet.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 17:30:00 GMT  
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It looks great, after you send it to your friends, make a map of your own with your model included.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 19:16:00 GMT

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Cool, I think it should have 2 smaller cooling towers, instead of 1 big one. It does look like it would go well into a RenAlert map [ January 11, 2003, 19:16: Message edited by: OrcaPilot26 ]

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 19:38:00 GMT  
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needs a Glowing Reactor..

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 19:47:00 GMT  
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Glowing ey?.....that can be arranged...nevermind.....need a good glowing texture and movement form. [ January 11, 2003, 20:26: Message edited by: Gernader8 ]

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sat, 11 Jan 2003 20:01:00 GMT  
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mmmmm radioactive waves.... lol

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 11:24:00 GMT  
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I need some serious feedback before I send this thing off.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:24:00 GMT  
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My suggestions:The interior should be split by a meter thick concrete wall, on one side is the nuclear reactor, basically a big cylindrical lookin thing with a bunch of pipes connected to it. on the other side of the wall would be a control room with a bunch of computers and electronic equipment.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:46:00 GMT

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quote:Originally posted by OrcaPilot26:My suggestions:The interior should be split by a meter thick concrete wall, on one side is the nuclear reactor, basically a big cylindrical lookin thing with a bunch of pipes connected to it. on the other side of the wall would be a control room with a bunch of computers and electronic equipment.I like to keep my poly count under 2000 per buildings. It is currently at 1876. I dont know if I could add pipes without going over.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:55:00 GMT

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then F the pipes.. uh.. add the control room.And add some Emmitters here and there..

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 14:57:00 GMT

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quote:Originally posted by Havocman2:then F the pipes.. uh.. add the control room.And add some Emmitters here and there..Control room added...just need to to fix some textures.....I have no idea on how to do emitters.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:00:00 GMT

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It looks great, G8. I suggest that you add some type of support underneath that ramp, either making it solid or adding pillars of some sort.

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:38:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1958152542>New control room.....Im not the best at creating objects

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr

Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:43:00 GMT

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oh well, its blank

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:24:00 GMT

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Maybe you could make a DM out of this, or if you can make another similar powerplant and connect them that be a nice new CTF map

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:31:00 GMT

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are you gonna release this?

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Subject: Civilian Nuclear Reactor with an interior now, and new Contr  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:37:00 GMT

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I think it looks great gernader, i have a map im finishing for havco89, and it might be a interesting spot for fighting!

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