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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 19:45:00 GMT  
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I'm not sure if anyone's found this before(if they did I certainly didn't know about it), but I seem to have stumbled upon the original refinery model. original refinery what I found

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:10:00 GMT  
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That one looks a lot better than the current one

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:16:00 GMT  
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Ahhhhhhh... that texture. It looks really bad. But other than that, dam! Why didn't they keep it!?

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:49:00 GMT  
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quote:Originally posted by dead4ayear2:Ahhhhhhh... that texture. It looks really bad. But other than that, dam! Why didn't they keep it!?What bad texture? That's not even textured. There is a partially textured .gmax file in that .zip though too. There's a lot of old designs....Turret, Silo....

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 02:41:00 GMT  
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I'm going to try to retexture it

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 04:40:00 GMT  
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That site has loads of old game info.. just look at  
<http://www.g-renegade.com/gameplay/units.shtml>. They have the original Harvester, Buggy, Apache, Medium Tank and Recon Bike.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:14:00 GMT  
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quote:Originally posted by SeaMan:That site has loads of old game info.. just look at <http://www.g-renegade.com/gameplay/units.shtml>.They have the original Harvester, Buggy, Apache, Medium Tank and Recon Bike.LOL! They thought the SSM Launcher was an "Orca Lift Truck"

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:21:00 GMT  
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You mean this ?That is an Orca lift truck.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 06:49:00 GMT  
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Old Rocket Launcher Look at the old rocket launcher on their website. I like this one better then the current one. Maybe we can ask westwood for the model?

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:28:00 GMT  
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Renegade use to be cool

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:12:00 GMT  
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I wish these things would be used in RenEvo. [ February 08, 2003, 09:14: Message edited by: SeaMan ]

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 21:14:00 GMT  
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I can't belive I overlooked this! Good find. Here's my quick retexturing job of it in GDI colors:<http://www.n00bstories.com/image.fetch.php?id=1922268586>I'm going to have so much fun

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with this! Triforce

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 22:30:00 GMT  
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You did it totally wrong... I'll upload a screenshot of what it should be, if I remember, tommorow.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 23:57:00 GMT  
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Almost got it... Helps when you find the old textures.  
<http://www.n00bstories.com/image.fetch.php?id=1882948755>

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Deactivated](#) on Sat, 01 May 2004 15:27:02 GMT  
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Hmm, maybe I could try this...

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Subject: Original Refinery in Buildings.zip?!  
Posted by [ericlaw02](#) on Sat, 01 May 2004 15:39:32 GMT  
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Why bring up this old topic?  
But anyways, good find.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Deactivated](#) on Sat, 01 May 2004 15:48:32 GMT  
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eric\_law\_caWhy bring up this old topic?

I just wanted to start some discussion about how Renegade was before.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [ericlaw02](#) on Sat, 01 May 2004 15:58:22 GMT

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Ahh...

I found it....

Thats why those "not used singleplayer" GDI structures are for.

And once again, good find!

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Subject: Original Refinery in Buildings.zip?!

Posted by [Deactivated](#) on Sat, 01 May 2004 16:47:21 GMT

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<http://www.cannis.net/commando/images/c4/screen/refinery.jpg>

Something I came up with..

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Subject: Original Refinery in Buildings.zip?!

Posted by [PsycoArmy](#) on Sat, 01 May 2004 16:49:08 GMT

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The texture seems a bit odd

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Subject: Original Refinery in Buildings.zip?!

Posted by [Deactivated](#) on Sat, 01 May 2004 16:50:29 GMT

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PsycoArmyThe texture seems a bit odd

It's just something to replace the missing textures.

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Subject: Original Refinery in Buildings.zip?!

Posted by [kawolsky](#) on Sat, 01 May 2004 17:16:58 GMT

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lol it looks like its made of polystyrene

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Subject: Original Refinery in Buildings.zip?!

Posted by [Spice](#) on Sat, 01 May 2004 17:29:27 GMT

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Other than the crapy texture it a ok model.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [icedog90](#) on Sun, 02 May 2004 00:13:15 GMT  
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It would be cool if I made a level with a lot of the old stuff, if I knew how to texture very well.

Well... I am good at texturing levels, just not that good at texturing models.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [drunkill](#) on Sun, 02 May 2004 07:53:59 GMT  
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hmmm seaman you should use the rocket in commando...

but i wish some one would make the real C&C ref...it would be so cool, like its kinda rounded, and has the open vats of magma tib...oh well, one day it might happen.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Deactivated](#) on Sun, 02 May 2004 08:44:27 GMT  
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drunkillhmmm seaman you should use the rocket in commando...

but i wish some one would make the real C&C ref...it would be so cool, like its kinda rounded, and has the open vats of magma tib...oh well, one day it might happen.  
The rocket launcher is going to be a Stinger.

The original refinery looks like the TD refinery. Though the refinery's silo needs to be replaced.

<http://www.cannis.net/forum/uploads/post-32-1070035409.jpg>  
<ftp://ftp.westwood.com/pub/ccgold/previews/screenshot/desert04.gif>

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Subject: Original Refinery in Buildings.zip?!  
Posted by [jd422032101](#) on Sun, 02 May 2004 08:45:24 GMT  
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hey seaman could you use that modle in c&c commando ?

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Deactivated](#) on Mon, 03 May 2004 12:58:45 GMT  
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kaboomer23hey seaman could you use that modle in c&c commando ?

Yes, though it needs to be improved.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [jd422032101](#) on Mon, 03 May 2004 17:07:46 GMT  
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i made death mach of that modle im not relseing it though

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Subject: Original Refinery in Buildings.zip?!  
Posted by [icedog90](#) on Mon, 03 May 2004 22:53:28 GMT  
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Anything to trade for that model? I could easily re-texture it with the original Refinery texture.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [jd422032101](#) on Tue, 04 May 2004 00:25:32 GMT  
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downlod biuldings zip file from <http://ftp.westwood.com> and open sp/gdi ref open /wip and there that modle

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Subject: Original Refinery in Buildings.zip?!  
Posted by [icedog90](#) on Tue, 04 May 2004 00:27:40 GMT  
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Nevermind, I found it.

I found aproximately 95% of the textures that go with it, and I rendered it myself.  
Here are some nice pictures of this refinery we've been discussing the entire topic:

<http://www.n00bstories.com/image.fetch.php?id=1009243096>  
<http://www.n00bstories.com/image.fetch.php?id=1258706938>  
<http://www.n00bstories.com/image.fetch.php?id=1279365154>  
<http://www.n00bstories.com/image.fetch.php?id=1070772005>

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Subject: Original Refinery in Buildings.zip?!  
Posted by [jd422032101](#) on Tue, 04 May 2004 01:26:56 GMT  
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nice job

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Subject: Original Refinery in Buildings.zip?!  
Posted by [icedog90](#) on Tue, 04 May 2004 01:58:36 GMT  
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Well remember, all I did was find and gather most of its textures, not make the refinery. It is by Westwood. :rolleyes:

I don't think I can implement it into my level, this refinery already has 5,000 polygons, when I remove the bottom floor it is 2400 polygons. That is way too many, and I can't do much to drop it down some more without spending a TON of hard work revamping it. It just wouldn't be worth it.

The original multiplayer C&C buildings run around 500 - 800 polygons.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [ericlaw02](#) on Tue, 04 May 2004 10:35:18 GMT  
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I bet its for Singleplayer.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [icedog90](#) on Tue, 04 May 2004 20:35:20 GMT  
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eric\_law\_cal bet its for Singleplayer.

It is actually, that's why it had a second floor. I tried cutting down the detail to lower the poly count, but that didn't really help. It's best used in a single player level since SP doesn't have to load a lot of stuff like MP does. MP has to load tons of players, vehicles, and structures.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [pulverizer](#) on Wed, 05 May 2004 09:50:38 GMT  
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<ftp://ftp.westwood.com/pub/ccgold/previews/screenshot/desert04.gif>

Something strange, Here you can train commando's. For some reason, I've never been able to train commando units

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Subject: Original Refinery in Buildings.zip?!  
Posted by [PiMuRho](#) on Wed, 05 May 2004 13:36:19 GMT  
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Multiplayer allows you to build Commandos, the SSM, Chem Warrior and Chinook units.

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Subject: Original Refinery in Buildings.zip?!  
Posted by [pulverizer](#) on Thu, 06 May 2004 09:12:41 GMT  
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I never knew that. but is there a way to get them in sp? I couldn't find any ini files or something like that

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Subject: Original Refinery in Buildings.zip?!  
Posted by [PiMuRho](#) on Thu, 06 May 2004 11:54:43 GMT  
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All that information was hard-coded into the executable (game.dat) - google search for CCedit, that should help you

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Subject: Original Refinery in Buildings.zip?!  
Posted by [pulverizer](#) on Thu, 06 May 2004 12:12:16 GMT  
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Do you mean CCEdit.sid ?

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Subject: Original Refinery in Buildings.zip?!  
Posted by [PiMuRho](#) on Thu, 06 May 2004 14:34:53 GMT  
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No, it's a program - CCedit.exe

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Subject: Original Refinery in Buildings.zip?!  
Posted by [Goltergau](#) on Thu, 06 May 2004 15:05:29 GMT  
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the raf is loking a bit strage i dont know what is is right now... perhaps its to... uhm whats the word for not-round?

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