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Subject: New Nod Tiberium Refinery Interior  
Posted by [Di3HardNL](#) on Tue, 10 Feb 2009 21:01:52 GMT  
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I finished another NOD building interior, this time it is the Refinery. Also now I know how to change textures when the building is getting damaged I am going to make a tutorial of it for those that don't know how to do this.

Here is the videolink! I hope you like it

[http://www.youtube.com/watch?v=0AWI8kjBsbE&feature=channel\\_page](http://www.youtube.com/watch?v=0AWI8kjBsbE&feature=channel_page)

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Good-One-Driver](#) on Tue, 10 Feb 2009 22:38:03 GMT  
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nice i want it...

Plus I can't wait for tut.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [IronWarrior](#) on Tue, 10 Feb 2009 23:25:38 GMT  
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Didn't you do this before?

Hmm, did the old one work?

If so, where is it, I been waiting to get it on Game-Maps for you.

The GDI one is lonely.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [samous](#) on Wed, 11 Feb 2009 01:04:38 GMT  
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cool!really like the fire and electric damage effects when it is destroyed good shrubbery, and funny PT, how they say "sold out" when it blown up.

=samous

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [ChewML](#) on Wed, 11 Feb 2009 02:16:18 GMT  
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lol, that is so cool looking.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Lone0001](#) on Wed, 11 Feb 2009 02:49:42 GMT  
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Seriously you should make all of the pts display the building they are in that would make for a nice pack of skins

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [samous](#) on Wed, 11 Feb 2009 03:37:07 GMT  
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you have to edit what files to get the PTs normal, as opposed to green? I would love to make non-collared PTs. (in you tut, include the PT changing part pz)

=samous  
-sry i forgot to have this in first post

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Ma1kel](#) on Wed, 11 Feb 2009 15:31:37 GMT  
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Could you instead of the crap audio you put in your videos put good music like Iron Maiden/Judas Priest/Slayer/Black Sabbath in it?

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [LR01](#) on Wed, 11 Feb 2009 15:47:14 GMT  
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glass? how did you do that?

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [ErroR](#) on Wed, 11 Feb 2009 16:02:52 GMT  
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LR01 wrote on Wed, 11 February 2009 17:47glass? how did you do that?  
my guess that it's broken into sever pieces

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Di3HardNL](#) on Wed, 11 Feb 2009 16:15:32 GMT  
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thanks for reply's i appreciate

and yes with the glass it was first just a simple plane with no segments. I used the 'cut'tool and simply cutted some pieces. Then select with polygons and detach the parts. Then you have like 10 meshes and give them the shatter option.

Im making a tutorial right now while modifying the airstrip. Its going to be huge lol

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [LR01](#) on Wed, 11 Feb 2009 16:21:00 GMT  
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Di3HardNL wrote on Wed, 11 February 2009 17:15thanks for reply's i appreciate

and yes with the glass it was first just a simple plane with no segments. I used the 'cut'tool and simply cutted some pieces. Then select with polygons and detach the parts. Then you have like 10 meshes and give them the shatter option.

Im making a tutorial right now while modifying the airstrip. Its going to be huge lol

that works? wow, never knew that

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Di3HardNL](#) on Wed, 11 Feb 2009 20:47:29 GMT  
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Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since the textures are already pretty dark. This are just 2 screenshots of work in progress, its not finished yet.

### File Attachments

1) [SS1.PNG](#), downloaded 468 times

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2) [SS2.PNG](#), downloaded 446 times



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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [ArtyWh0re](#) on Wed, 11 Feb 2009 22:01:00 GMT  
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Once again awsome Di3Hard.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Good-One-Driver](#) on Thu, 12 Feb 2009 00:03:57 GMT  
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lol I Want Those PT!!!!

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Craziac](#) on Thu, 12 Feb 2009 05:49:57 GMT  
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WOW! O\_O

Any idea when this will be a release?

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [LR01](#) on Thu, 12 Feb 2009 16:47:09 GMT  
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nice, nice

I have a suggestion if you want, add some consoles ore something, to call the cnc130 plane.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Gen\\_Blacky](#) on Thu, 12 Feb 2009 23:24:34 GMT  
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I like the damages

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [YazooGang](#) on Fri, 13 Feb 2009 03:09:34 GMT  
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Di3HardNL wrote on Wed, 11 February 2009 14:47Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since the textures are already pretty dark. This are just 2 screenshots of work in progress, its not finished yet.

What do those two little pinky text on the top of the window say?

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [slosha](#) on Sun, 15 Feb 2009 09:13:01 GMT  
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Di3HardNL wrote on Wed, 11 February 2009 14:47Hehe yes.

By the way I am working on my new airstrip now, I only don't know if im going to lightmap it since the textures are already pretty dark. This are just 2 screenshots of work in progress, its not

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finished yet.

are you god?

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Craziac](#) on Mon, 16 Feb 2009 03:31:51 GMT  
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YazooGang wrote on Thu, 12 February 2009 21:09What do those two little pinky text on the top of the window say?

"[EB] Running EBON.dll v1.0; by Stewie" and "[EB] Configuration rehashed." They're from my Reticle-per-Weapon DLL.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Di3HardNL](#) on Mon, 16 Feb 2009 15:56:37 GMT  
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Stewie wrote on Sun, 15 February 2009 21:31YazooGang wrote on Thu, 12 February 2009 21:09What do those two little pinky text on the top of the window say?

"[EB] Running EBON.dll v1.0; by Stewie" and "[EB] Configuration rehashed." They're from my Reticle-per-Weapon DLL.

Yes, I love the reticle per weapon good work on that

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [YazooGang](#) on Mon, 16 Feb 2009 17:37:10 GMT  
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Downloaded it, very nice.

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Subject: Re: New Nod Tiberium Refinery Interior  
Posted by [Craziac](#) on Mon, 16 Feb 2009 21:36:56 GMT  
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Are you going to redo all the buildings?

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Subject: Re: New Nod Tiberium Refinery Interior

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Posted by [candy](#) on Tue, 17 Feb 2009 22:53:24 GMT

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i like your repair gun

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Subject: Re: New Nod Tiberium Refinery Interior

Posted by [\\_SSnipe\\_](#) on Sun, 22 Feb 2009 22:11:00 GMT

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this not up for download yet?

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