
Subject: New Nod Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Tue, 10 Feb 2009 21:01:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Good-One-Driver](#) on Tue, 10 Feb 2009 22:38:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice i want it...

Plus I can't wait for tut.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [IronWarrior](#) on Tue, 10 Feb 2009 23:25:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [samous](#) on Wed, 11 Feb 2009 01:04:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [ChewML](#) on Wed, 11 Feb 2009 02:16:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol, that is so cool looking.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Lone0001](#) on Wed, 11 Feb 2009 02:49:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Seriously you should make all of the pts display the building they are in that would make for a nice pack of skins

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [samous](#) on Wed, 11 Feb 2009 03:37:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

you have to edit what files to get the PTs normal, as opposed to green? I would love to make non-coloured PTs. (in you tut, include the PT changing part pz)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Ma1kel](#) on Wed, 11 Feb 2009 15:31:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [LR01](#) on Wed, 11 Feb 2009 15:47:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

glass? how did you do that?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [ErroR](#) on Wed, 11 Feb 2009 16:02:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

LR01 wrote on Wed, 11 February 2009 17:47glass? how did you do that?
my guess that it's broken into sever pieces

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Wed, 11 Feb 2009 16:15:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [LR01](#) on Wed, 11 Feb 2009 16:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Wed, 11 Feb 2009 20:47:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 352 times

■ Renegade

[ERR] Running ECRON.DLL v1.0; by Stevie.
[ERR] Configuration Rehashed.

Team	Kills	Deaths	K/D	FPG	Credits
0	0	0	0.0	0.0	0.0
1	0	0	0.0	0.0	0.0

Player	Kills	Deaths	K/D	Credits
0	0	1	0.0	134



2) [SS2.PNG](#), downloaded 337 times



Subject: Re: New Nod Tiberium Refinery Interior
Posted by [ArtyWh0re](#) on Wed, 11 Feb 2009 22:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Once again awsome Di3Hard.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Good-One-Driver](#) on Thu, 12 Feb 2009 00:03:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol I Want Those PT!!!!

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

[View Forum Message](#) <> [Reply to Message](#)

WOW! O_O

Any idea when this will be a release?

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

[View Forum Message](#) <> [Reply to Message](#)

nice, nice

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Gen_Blacky](#) on Thu, 12 Feb 2009 23:24:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like the damages

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [YazooGang](#) on Fri, 13 Feb 2009 03:09:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

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?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [slosha](#) on Sun, 15 Feb 2009 09:13:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

are you god?

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Craziac](#) on Mon, 16 Feb 2009 03:31:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Mon, 16 Feb 2009 15:56:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [YazooGang](#) on Mon, 16 Feb 2009 17:37:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Downloaded it, very nice.

Subject: Re: New Nod Tiberium Refinery Interior
Posted by [Craziac](#) on Mon, 16 Feb 2009 21:36:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you going to redo all the buildings?

Subject: Re: New Nod Tiberium Refinery Interior

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

[View Forum Message](#) <> [Reply to Message](#)

i like your repair gun

Subject: Re: New Nod Tiberium Refinery Interior

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

[View Forum Message](#) <> [Reply to Message](#)

this not up for download yet?
