
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 467 times



2) [SS2.PNG](#), downloaded 445 times

