
Subject: [skin] Advanced Nod Interior

Posted by [ArtyWh0re](#) on Sun, 01 Mar 2009 19:39:20 GMT

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Nod recently done up the interior for all of their buildings.

Toggle Spoiler

Hand of Nod

Obelisk

Refinery

Airstrip

Not just interiors but walls aswell

The Nod tunnel part on C&C Complex is has been changed aswell but cant be asked with another screenshot.

Im pretty sure people including myself will be using Di3hardNL's Airstrip and Ref interiors but I have uploaded these ones in the pack anyway.

Enjoy

EDIT: If you don't want Nod Logos all over the Island tunnels then delete the file named "ref_ramp".

File Attachments

1) [Nod Interior.rar](#), downloaded 252 times

Subject: Re: [skin] Advanced Nod Interior

Posted by [DutchNeon](#) on Sun, 01 Mar 2009 20:38:40 GMT

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Good job!

I actually enjoy most of your skins. You seem to stay with Command & Conquer's and Renegade's style. Are you going to do the PP and Strip floor too?

I'm also wondering if you are going to skin the GDI interiors, with the same style as this interior?

Subject: Re: [skin] Advanced Nod Interior

Posted by [IronWarrior](#) on Mon, 02 Mar 2009 03:28:16 GMT

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Added to Game-Maps.NET

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Subject: Re: [skin] Advanced Nod Interior
Posted by [Gen_Blacky](#) on Mon, 02 Mar 2009 03:55:42 GMT
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Good Job

Subject: Re: [skin] Advanced Nod Interior
Posted by [slosha](#) on Mon, 02 Mar 2009 04:03:35 GMT
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looks like nod recently had their interiors done up..

nice job

Subject: Re: [skin] Advanced Nod Interior
Posted by [ErroR](#) on Mon, 02 Mar 2009 08:23:36 GMT
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really like them

Subject: Re: [skin] Advanced Nod Interior
Posted by [ArtyWh0re](#) on Mon, 02 Mar 2009 10:07:09 GMT
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DutchNeon wrote on Sun, 01 March 2009 14:38 Good job!

I actually enjoy most of your skins. You seem to stay with Command & Conquer and Renegade's style. Are you going to do the PP and Strip floor too?

I'm also wondering if you are going to skin the GDI interiors, with the same style as this interior?
Thanks.

Yes I would like to do the PP and Airstrip floor but I have yet to know what they are called.
I suspect that the PP floor for both GDI and Nod are the same so I will put it in my GDI Release,
I just haven't released it yet beacuse i don't consider it finished,
and still have to do GDI floor and such.

Subject: Re: [skin] Advanced Nod Interior
Posted by [Starbuzzz](#) on Mon, 02 Mar 2009 19:15:19 GMT
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that's awesome man

Subject: Re: [skin] Advanced Nod Interior
Posted by [The Party](#) on Wed, 08 Apr 2009 16:36:37 GMT
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The installer on game-maps.net dosent seem to work when you hit install it copies the files but when I look in the data folder they are no there.
