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Subject: CnC Reborn : Nod Devil's Tongue

Posted by [Chronojam](#) on Thu, 10 Feb 2005 13:45:02 GMT

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DaveGMMGoing back on topic, the little hump at the top shouldn't be there at all, but that is my only grief with the model.

Think about it. That machine tunnels under the ground, and the tunnel can only be as big as the cutting tools that it uses to make the tunnel. The Devil's Tongue has retractable flamethrowers for a reason - the digging tools dig an oblong shape, and the flamethrower extensions would snap when it entered the ground.

Since the grinders are BELOW the point of that hump, the tank would dig down about a metre and then just stop at an angle because some dipshit put a hump above the clearance of the tank.

And while that would be incredibly amusing to look at, it's wrong.

But like I say, otherwise it looks fine.

Not to make you sound stupid, but that top part DOES go down before and after burrowing, simultaneous with the arms unfolding/folding... and, allegedly, Reborn will have this animation take place as part of a new digging system.

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