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Subject: CNC REBORN: Refinery

Posted by [Sir Phoenixx](#) on Thu, 12 May 2005 02:54:57 GMT

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The outside of it looks pretty good, but the interior needs to be redesigned.

It doesn't look like there's a place for the harvester to unload the tiberium, the tiberium storage tank on the back of the harvester is supposed to go into the refinery, but there's a solid wall in the way, then a lobby of sorts behind it. The two tall cylindrical objects on top of the refinery don't seem to go anywhere.

Even if it's not animated to show it unloading/etc., the interior should still actually look like it's in a refinery.

(Also, the harvester looks a little too small compared to the refinery in those screenshots.)

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