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Subject: CNC REBORN: Refinery

Posted by [vloktboky](#) on Thu, 12 May 2005 18:58:56 GMT

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- A dock where the tiberium is unloaded.
- A station where the tiberium is processed.
- Offices for the clerks and engineers who work in the refinery.
- Boiler rooms.
- Living conditions, such as bathrooms and kitchens.
- At the very least, some kind of floor to stop the contents that go up in that conveyor belt on the exterior from falling to the foundation of the tower.

Anything besides a circular hallway with an inclosed room. You have exterior pipes, towers, and even a silo. At least show me why those are there; they can't just be for decorations.

It would be nice to see these additions because it adds to the overall aesthetic appeal to the game. Set the atmosphere; get them in the game. When I see that kind of work, I get the impression that the dev team are too lazy to care about details. And that makes me wonder what else they might skip out on because it's "just a multiplayer game."

Sell me with your work, or else I won't bother giving your work the time.

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