
Subject: CNC REBORN: Refinery

Posted by [Sir Phoenixx](#) on Fri, 13 May 2005 02:06:54 GMT

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Quote:Who would like to be infantry if they can be owned by a tank in a sec.
You don't, it takes some time for a normal tank(ish) unit like the Ticktank and Titan to kill infantry, they're made to take out other tanks/vehicles.

Quote:I mean in TS, you could kill like 100 soldiers with a simple devil's tongue, that doesn't fit to a fps... don't tell me it does...:S
It's a flame tank, it's supposed to be really effective against infantry. I don't think it would be able to take out a hundred soldiers, it would probably take like 10-15 rifle infantry to take down a devils tongue, even less with disc throwers or rocket soldiers, etc.

Quote:If you feel it looks like the inside of a soda can and absolutely cant stand it why dont you show me how it should be done.
The only things it needs is a gate on the front where the harvester's tiberium tank is pulled in, a simple large conveyor belt that brings it to or over a simple chute where it dumps it's load. And then have a door on the side that goes into a small room with the PT and MCT, with a window that shows the above mentioned area, and make the above area unaccessible.

Doing this would only add a small amount of polygons, since you'd only be seeing it from the outside through the gate as it opens for the harvester's tank, or from the PT/MCT room through a window (dirty glass maybe), the parts don't have to be complex at all, simple shapes (a simple texture for the unaccessible area would show the necessary details) would do.
