vloktboky- A dock where the tiberium is unloaded.
- A station where the tiberium is processed.

 (the big stuff on side, and a tube that will be added to link to the harvester, you will see it in the beta.)

- Offices for the clerks and engineers who work in the refinery.

(shall I add a TV room also? What about a swiming pool? The room you ask is on the center. Mct is the place to control the whole automated ref.)

- Boiler rooms.

(don't have to see it also. Can be a part of the stuff on the outside. the building is huge and automated. It means we don't need more than one guy to control all with a computer. Yeah it's 2030, welcome to the future.)

- Living conditions, such as bathrooms and kitchens.

(use less. Imagine it's underground then, we aren't playing 'the sims'...   )

- 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.

(->see westwood renders and concepts)

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.

(-> We copy the tiberian sun concepts. Only westwood can answer this, do you know what is 'tiberian sun' ?)

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.

Excuse me for that, but only the first comment is good. For the rest... It's really not needed. I won't ever take a shower in a multiplayer game. Even add one just to see it and then keep fighting on battleground. I mean, wtf?