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Subject: CNC REBORN: Refinery

Posted by [Renardin6](#) on Fri, 13 May 2005 02:12:04 GMT

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Sir PhoenixxThe 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.

It didn't do that in Tib Sun if I remember it well. The only game where I saw this was TD. We found another way to collect tiberium from harvester. You will see it. Even simpler way and looks ok.

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