
Subject: Reborn: Carryall Vehicle Delivery Option?
Posted by [Anonymous](#) on Wed, 06 Nov 2002 05:18:00 GMT
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We still seem unsure however that a Vehicle can carry another Vehicle with a Client inside right? Sure would be nice if someone could try it to confirm that point. Ok, so how about making the Carryall lift "Non-Client" controlled vehicles like the Harvester! Remember how much quicker and efficient your money supply was in Tiberium Sun when you assigned a Carryall to your Harvesters? It got to and from the Battlefield quicker, and spent less time getting hammered by the Enemy. Surely something like that could be scripted to work.
