
Subject: Player controlled Harvesters.

Posted by [Spetz5](#) on Sun, 04 Jun 2006 23:45:29 GMT

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Hello, I am wondering how to create player controlled Tiberium harvesters, as I have seen on some maps, such as C&C_Mutationredux that you can use tiberium harvesters.

Is there some sort of required script for this?

Please help, as I would like to add player controlled harvesters to some of my maps.
