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Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Mon, 09 Jun 2003 22:45:29 GMT

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Skier222vloktbokyLaeubiCaptkurt01maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

NO! You are wrong! DEFINATELY.

I have tried it out a mounth ago, because I designed my own WF for my Mod and I have also tried it out for my AirMod half a year ago.

WF-doors only opens for the empty vehicles if this option is checked.

When a vehicle is purchased, it isn't vacant...

The Harvy isnt vacent either

Viewing from the game engine, your right.

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