
Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Tue, 17 Jun 2003 17:17:36 GMT

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Make a driveable harvester

If someone could please give the "cnc_nod_truck_player_secret" all the traits of the harvester (except the un-drivability), then you'd have a driveable harvie!

(It would be nice if it would work with ALL maps!)

(EDIT:) Removed drop script, unnecessary as vehicles are now purchaseable. Just need to attach objects.dbb--where do I do that?
