
Subject: Re: Make a driveable harvester

Posted by [Captkurt](#) on Tue, 17 Jun 2003 19:58:42 GMT

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PCWizzardoMake 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!)

I think you'd still have code not script to deal with.
