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

Posted by [spreegem](#) on Tue, 17 Jun 2003 23:06:45 GMT

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Why don't you just make the harvester using the drop mod, then attach the script for it to make it drivable, i knew what that script was a while ago, but then I kinda forgot it LOL. But you can download my bot mods off my site, I have a drivable uhh i guess it kinda looks like the V2 from Red Alert, but with no missile, and also a drivable Recon Bike, and All of the Nod Vehicles ass bots that you can drive.

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