
Subject: Harvesters (Player Controlled)

Posted by [crazfulla](#) on Mon, 25 Jun 2007 14:10:28 GMT

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Asked Ren00b to make a tut on it somewhere but I lost that thread, some idiot keeps spamming topics....

anyways if anyone could provide a step by step guide/tutorial to setting them up would be greatly appreciated.

Thus far I have removed Disable_Transition, setup the transitions themselves and set the seat count but it still isn't drivable. Does the harv model inside always.DAT serve this purpose? or what else could it be?

Also, I am makign a amp with 2 Tiberium fields. You can safely assume they are of different colours. The AI Harvy goes to the green one and player controlled ones should be able to go to either. Naturally blue would be double cred.

pl0x cover all this nubishness in the tutorial, its probably something small and stupid I'm missing
-.-

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