
Subject: Re: Renegade Demo MOD

Posted by [The Elite Officer](#) on Tue, 25 Sep 2007 16:53:54 GMT

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AoBfrost wrote on Tue, 25 September 2007 12:06 It wont work for the demo, if you want it to work on a server, then you need to edit the 1.037 c&c_under.mix, they may have a map of the same name, but there may be some slight differences from the demo version and the official version, and yes if you make harvies drivable, it will work serverside meaning other people without the map will be able to do it AS LONG AS THEIR ON YOUR SERVER. Make sure you dont use the main harvy drivable or else that screws up everyone's money, just add a new icon on the purchase terminal and make it a arty or something whatever icon you want, just make sure it's a nod artillery with the model of the nod harvester and skin of the harvester, and remove the weapon, you dont want a harvy to be able to attack....do the same for GDI except use the GDI harvy skin.

So I am gonna edit the C&C Under map from the DEMO and put it on the server and it will work is that what your telling me. OR am I wrong. Could I just creat a new vech use the harvester PCT and there you go a harvester or I could use the tutorial from renhelp.net and just make one spawn from air. (kinda like the purshable harvy from C&C_MutationRedux.mix) So somebody tell me how I should go about doing this, and I don't understand you about screwing up the money?