
Subject: anti vehicle theft

Posted by [General Havoc](#) on Wed, 09 Jul 2003 18:38:33 GMT

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Hmm well you could give it a simple gun that has a low rate of fire. You can then attach RA_Base_Defence to it so it will shoot the enemy. Then you attach the other RA script that makes the RA_Base_Defence script avoid it. This would be attached to the Stealth tank, SBH and Harvesters so they don't shoot them vehicles for obvious reasons.

As for getting in the harvester I am not too sure. You could have a new character called a Harvester Driver that is resistant to tiberian to solve the getting in and out.

For the enemy stealing it i can't think how to stop that right at the moment. I can't remember any scripts that allow that. The only way i can think is to make the harvester proxy in an "invisible door" that opens with a keycard. The door would have physical collision only and surround the harvester. the 2nd frame of the door animation would open it if you have a keycard.

_General Havoc
