Subject: anti vehicle theft
Posted by Titan1x77 on Wed, 09 Jul 2003 19:46:18 GMT
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General Havoc
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 surrond the
harvester. the 2nd frame of the door animation would open it if you have a keycard.

_General Havoc

Exactly what i was going to do...replace sydney with a gdi chemical trooper or make a new sydny
in a tiberium suit and keep her original weapon...and rename the troopers to harvester driver's....i
think i'd have to use a new string to change the name to harvy driver though..but that was my idea
on getting in and out....Just need to find a way to keep it as GDI's or Nod's once you get out...as
for the gun...a SBH could run up and steal it if he was cloaked...or a mad rush of chem troopers
could make it.