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Subject: Re: Animating harvester?

Posted by [Reaver11](#) on Mon, 25 Feb 2008 13:04:22 GMT

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Hehe I know Scrin I made/put the mod together

Here DieHard is enjoying some tiberium

But lets get to business,

I have worked out all the stats for the harvester and it proves a big difficulty a wheeled harvester cant turn on a point.

This will make it difficult for the harvester to dump the booty.

Anyways I cant fix the animation I dont really know how to Ill send the gmax/w3d/tga files of the harvester to DiehardNL.