
Subject: Re: Improved harvester logic
Posted by [KobraOps](#) on Sat, 04 Oct 2008 13:19:15 GMT
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Again im sure u were best buds with everyone that made the game so u know all this. The game seems to have done fine and is staying alive without "being able to control the harvester." And there you go if u want to control it go play APB.

We should be able to build more builings as you play too, u were able to do that in TS im sure they just didn't get around to it in renegade