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Subject: Re: Improved harvester logic

Posted by [danpaul88](#) on Sat, 04 Oct 2008 17:23:37 GMT

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There are sounds for the harvester because the AI harvester plays when when its driving around, duh.

As for being able to drive harvesters, that's just a stupid idea. It works in APB because the game was balanced with that in mind. To do it in Renegade would wreak havoc with the balancing.

Yes, they were controllable in all other games, but, in case you have forgotten, those are RTS games, and Renegade is an FPS. There are obvious reasons why things that work in RTS games are NOT suited to an FPS game.

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