
Subject: harvesters

Posted by [Stau](#) on Fri, 27 May 2005 18:26:45 GMT

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i dunno if its been posted bfor.. but at e3 it was clear that the intention (as with so many other things ea screwed up about the game) that the harvesters in the game were going to be the ones from TD..

so do you have any plans on including them in cp2 / or a later cp ?.. because it could be very cool to have the original harvesters in the game

Subject: harvesters

Posted by [WNxCABAL](#) on Fri, 27 May 2005 19:04:38 GMT

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- 1) we've known about them for ages
 - 2) they definetly won't be in Core Patches, unless they were added to maps.
-

Subject: Re: harvesters

Posted by [Kanezor](#) on Fri, 27 May 2005 19:18:35 GMT

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Stau dei dunno if its been posted bfor.. but at e3 it was clear that the intention (as with so many other things ea screwed up about the game) that the harvesters in the game were going to be the ones from TD..I also recall being able to DRIVE the harvesters, amongst the pre-release hype. But alas, no, you cannot... at least, not in the normal missions. Some third party maps allow you to, though.

Subject: harvesters

Posted by [Stau](#) on Fri, 27 May 2005 21:24:59 GMT

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anyone finished the models ?.. anyone knos where they can be downloaded ?

btw.. it would be much more cool 2 have the original harvesters in the game and get it moved onto beeing as close as possible to TD . (recon bike :twisted:) cough* ... and the current harvesters in renny... well.. they look s**t compaired to the one above

Subject: harvesters

Posted by [WNxCABAL](#) on Fri, 27 May 2005 22:11:50 GMT

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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=551>

Subject: harvesters

Posted by [Stau](#) on Sat, 28 May 2005 07:30:29 GMT

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thnx

Subject: harvesters

Posted by [JeepRubi](#) on Sun, 29 May 2005 00:54:03 GMT

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i downloaded the models but how do i activate the w3d textures

Subject: harvesters

Posted by [trunksk](#) on Mon, 30 May 2005 15:06:24 GMT

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WNxCABAL1) we've known about them for ages

2) they definetly won't be in Core Patches, unless they were added to maps.

Maybe they should be added to all the maps they plan on reworking. You gotta start somewhere.

Subject: harvesters

Posted by [WNxCABAL](#) on Mon, 30 May 2005 18:40:44 GMT

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non-CP2 users won't see them.

Unless they create maps which are re-named to something like C&C_CP2_Field.mix

Subject: harvesters

Posted by [trunksk](#) on Wed, 01 Jun 2005 03:55:44 GMT

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Well, that's just another reason why people should get CP2.

Subject: Re: harvesters

Posted by [Stau](#) on Mon, 06 Jun 2005 11:41:41 GMT

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it all started when i got told no the harvesters wont be in the cp.. ROA.. <http://www.staude904.com>

Subject: Re: harvesters

Posted by [grnfusion](#) on Mon, 06 Jun 2005 15:20:12 GMT

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Anyone seen ut2007 or Gears of War?
