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Subject: Player controlled Harvesters.  
Posted by [Spetz5](#) on Sun, 04 Jun 2006 23:45:29 GMT  
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Hello, I am wondering how to create player controlled Tiberium harvesters, as I have seen on some maps, such as C&C\_Mutationredux that you can use tiberium harvesters.  
Is there some sort of required script for this?  
Please help, as I would like to add player controlled harvesters to some of my maps.

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Subject: Re: Player controlled Harvesters.  
Posted by [Kamuix](#) on Mon, 05 Jun 2006 04:25:56 GMT  
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You should be able to do it by deleting the Disable\_Transisions script and adding transisions.

Or an easier way might be to just take the Mobile\_Artillery\_Player and change the model, name, armor or anything else

I am almost able to do this serverside, the only problem is when your driving the harvester you have to touch every waypoint while driving or you will not be able to refill when you reach refinery. I have not tried everything yet though.

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Subject: Re: Player controlled Harvesters.  
Posted by [Stallion](#) on Mon, 05 Jun 2006 07:04:20 GMT  
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hey if you figure out how to do it without having to hit all the waypoints, please post it here; I'd like to know.

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Subject: Re: Player controlled Harvesters.  
Posted by [reborn](#) on Mon, 05 Jun 2006 07:52:05 GMT  
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erm... just re-make the maps and only place one way-point at a guess?

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Subject: Re: Player controlled Harvesters.  
Posted by [nopol10](#) on Mon, 05 Jun 2006 09:21:42 GMT  
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Using the Mobile\_Artillery thing is not particularly good. I've tested it on your (Kamuix) server and it just acts up weird. Furthermore, people will be able to steal the enemies' harvester and hide it somewhere in a base, so now the enemy doesn't get a credit flow. You could use different presets

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for the purchaseable ones and the AI one.

By the way Kamuix, could you remove the weapon from the Artillery/Harvester in your server? I remember someone using it to destroy an obelisk early in the game with just a few shots. (Maybe it wasn't the Harvester but who knows)

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Subject: Re: Player controlled Harvesters.  
Posted by [Kamuix](#) on Mon, 05 Jun 2006 11:45:22 GMT  
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Lol, I actually did remove the weapon, it just does'nt work serverside for vehicles. I wonder is theirs some sort of Disable\_Transision\_Team script.

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Subject: Re: Player controlled Harvesters.  
Posted by [thrash300](#) on Mon, 05 Jun 2006 21:59:35 GMT  
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WOW, thanks for posting that Harvestors are player controlled on some maps! Im definatly getting that map.

I think that it would be pretty cool if each individual player can buy his or her own harvesters, automated, or player controlled for extra money. I am eventually going to make a MOD.

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Subject: Re: Player controlled Harvesters.  
Posted by [JeepRubi](#) on Mon, 05 Jun 2006 22:23:28 GMT  
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Red Alert a Path Beyond

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Subject: Re: Player controlled Harvesters.  
Posted by [M1Garand8](#) on Mon, 05 Jun 2006 23:04:42 GMT  
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Yes, Red Alert: A Path Beyond already has controllable Ore Trucks.

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