
Subject: Giving Harvesters Keycards

Posted by [Sanada78](#) on Sat, 07 Jun 2003 22:14:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there anyway I can give the GDI and Nod Harvesters key cards so they can pass through restricted gates/doors? I have used a script too grant infantry with the required key card and it works. I tried the same script with the Harvester but it doesn't work.

Subject: Giving Harvesters Keycards

Posted by [Sir Phoenixx](#) on Sun, 08 Jun 2003 12:32:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why don't you just make is to that when any harvester gets near the gate it opens? Wouldn't this accomplish the same thing as trying to give them "keycards"?

Subject: Giving Harvesters Keycards

Posted by [Skier222](#) on Sun, 08 Jun 2003 15:04:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Phoenixx i think he means u wants for only the harvy go through the gate. otherwise Sir Phoenixx is right

Subject: Giving Harvesters Keycards

Posted by [maytridy](#) on Sun, 08 Jun 2003 15:58:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

He wants keycards, like he said. Like in the SP missions, e.g. red, yellow, etc. So only people with the keycards\security clearance can get through. He wants the harvy to be able to go through too.

As for your question, I don't know how.

Subject: Giving Harvesters Keycards

Posted by [laeubi](#) on Sun, 08 Jun 2003 22:37:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm not sure if Keycards work for vehicles but try to enable the:

[x] Door opens for vehicle (its at the bottom of the Door settings).

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Sun, 08 Jun 2003 23:26:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Laeubil'm not sure if Keycards work for vehicles but try to enable the:

[x] Door opens for vehicle (its at the bottom of the Door settings.

This works only if a person is in the vehicle.

Subject: Giving Harvesters Keycards

Posted by [maytridy](#) on Mon, 09 Jun 2003 01:37:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Subject: Giving Harvesters Keycards

Posted by [Sanada78](#) on Mon, 09 Jun 2003 01:57:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah well, I was hoping the Harvy could past through the gates with a key card nut it looks like it's not going too work. I may just have to have it so any vehicle can pass through.

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Mon, 09 Jun 2003 02:41:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

Subject: Giving Harvesters Keycards

Posted by [laeubi](#) on Mon, 09 Jun 2003 07:51:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Captkurt01maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

NO! You are wrong! DEFINATELY.

I have tried it out a mounth ago, because I designed my own WF for my Mod and I have also tried it out for my AirMod half a year ago.

WF-doors only opens for the empty vehicles if this option is checked.

Subject: Giving Harvesters Keycards

Posted by [maytridy](#) on Mon, 09 Jun 2003 13:40:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

MUAHAHAHAHAHA

Eat shit Captkurt.

Subject: Giving Harvesters Keycards

Posted by [Madtone](#) on Mon, 09 Jun 2003 14:00:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyMUAHAHAHAHAHA

Eat shit Captkurt.

Lol, crazy ass bum!

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Mon, 09 Jun 2003 16:35:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyMUAHAHAHAHAHA

Eat shit Captkurt.

what is your problem? I tested it and and it only works with a person in it. so "you eat shit" you've got a real problem, ass wipe

Subject: Giving Harvesters Keycards

Posted by [General Havoc](#) on Mon, 09 Jun 2003 16:51:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Laeubil'm not sure if Keycards work for vehicles but try to enable the:

[x] Door opens for vehicle (its at the bottom of the Door settings.

That makes a door act like a weapons factory door. I tested it on the singleplayer Nod refinery so it would open when the harv gets near and it opens for the harvester, which has no driver.

However if it is a keycard door and you check open for vehicles then it will only open for vehiles IF

someone is driving it with the correct keycard.

So both of you are right, you just got a little mixed up on what you were referring to. Laeubi was on about a standard door with no keycards.

_General Havoc

Subject: Giving Harvesters Keycards
Posted by [Captkurt](#) on Mon, 09 Jun 2003 17:01:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

General HavocLaeubil'm not sure if Keycards work for vehicles but try to enable the:

[x] Door opens for vehicle (its at the bottom of the Door settings.

That makes a door act like a weapons factory door. I tested it on the singleplayer Nod refinery so it would open when the harv gets near and it opens for the harvester, which has no driver.

However if it is a keycard door and you check open for vehicles then it will only open for vehiles IF someone is driving it with the correct keycard.

So both of you are right, you just got a little mixed up on what you were referring to. Laeubi was on about a standard door with no keycards.

_General Havoc

Nice work Gen. Havoc, this forum used to be a place to come to and receive help. But now there are so many that pretend to help, but rather are here just to flame, very young mentalities. I try to

nice work.

Subject: Giving Harvesters Keycards
Posted by [vloktboky](#) on Mon, 09 Jun 2003 20:18:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

LaeubiCaptkurt01maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

NO! You are wrong! DEFINATELY.

I have tried it out a mounth ago, because I designed my own WF for my Mod and I have also tried it out for my AirMod half a year ago.

WF-doors only opens for the empty vehicles if this option is checked.

When a vehicle is purchased, it isn't vacant...

Subject: Giving Harvesters Keycards

Posted by [Skier222](#) on Mon, 09 Jun 2003 22:27:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

vloktbokyLaeubiCaptkurt01maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

NO! You are wrong! DEFINATELY.

I have tried it out a mounth ago, because I designed my own WF for my Mod and I have also tried it out for my AirMod half a year ago.

WF-doors only opens for the empty vehicles if this option is checked.

When a vehicle is purchased, it isn't vacant...

The Harvy isnt vacent either

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Mon, 09 Jun 2003 22:45:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Skier222vloktbokyLaeubiCaptkurt01maytridyNo, that makes it open for vacant vehicles, like the WF. It should work. Try it.

Your wrong, it only works if your in it.

NO! You are wrong! DEFINATELY.

I have tried it out a mounth ago, because I designed my own WF for my Mod and I have also tried it out for my AirMod half a year ago.

WF-doors only opens for the empty vehicles if this option is checked.

When a vehicle is purchased, it isn't vacant...

The Harvy isnt vacent either

Viewing from the game engine, your right.

Subject: Giving Harvesters Keycards

Posted by [maytridy](#) on Tue, 10 Jun 2003 18:36:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:what is your problem? I tested it and and it only works with a person in it. so "you eat shit" you've got a real problem, ass wipe

I was kidding. Grow up man. :rolleyes: Just a joke.

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Tue, 10 Jun 2003 19:58:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyQuote:what is your problem? I tested it and and it only works with a person in it. so "you eat shit" you've got a real problem, ass wipe

I was kidding. Grow up man. :rolleyes: Just a joke.

and your so full of shit too. you change your stripes at will. you ass wipe.
you prob. don't even know reality either

Subject: Giving Harvesters Keycards

Posted by [Imdgr8one](#) on Tue, 10 Jun 2003 20:07:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

CaptKurt chill the fuck out. You are being such a complete jackass lately.

Subject: Giving Harvesters Keycards

Posted by [Captkurt](#) on Tue, 10 Jun 2003 21:36:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Imdgr8oneCaptKurt chill the fuck out. You are being such a complete jackass lately.

Dude, you know not what your talking about. I did not start this, it's just you people think you

like you that keep flames going. So shut the fuck up. Bastard. And stop trying to answer for

You act like an 11 year old punk.

Subject: Giving Harvesters Keycards

Posted by [forsaken](#) on Thu, 12 Jun 2003 01:24:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

heh, seems both side are throwing punches. The wierd thing is the threads with the most are usually tainted with this arguementive behavior. I don't think Imdgr8one is much older than 11 if i recall, and he shouldn't of used "complete", but yes you are going a bit far with cutting these guys down when you post as well. I know they might cut you down to, but try to come back in a manner more suited for yourself. Attack with a more advanced vocabulary, and not: fucker, 'whatever' fucker, bastard, ass, ass 'whatever', shit 'whatever'. Getting annoyed of people abusing this no censorship. It's senseless and takes no thought only what will piss them off the most. Every time you bash eachother with these kind of post the post will just become longer and filled with meaningless insults.

If you don't understand where i'm coming from i guess i'm the "Father" fuck as you might put it.
For 'involving' myself in this.
