
Subject: anti vehicle theft

Posted by [Titan1x77](#) on Wed, 09 Jul 2003 10:41:48 GMT

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How can i make a GDI vehicle always a gdi vehicle even after i enter then exit it?

Is there a script where you can make the opposite team not able to enter the vehicle?

or a certain setting where you'd need a keycard to access it no matter if you entered it or not

Subject: anti vehicle theft

Posted by [Titan1x77](#) on Wed, 09 Jul 2003 18:00:16 GMT

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Ive been studying a drivable harvester....and What happens when it spawns or is created it will head to the field on its own....then you can hop in and drive it where ever you want.

to actually pick up the Tiberium you have to let the harvy shut down once inside the tiberium zone.

So i drive it to the field jump out let it shut off....jump back in and bring her home.

once home jump out she'll turn around and start to unload....hop back in and repeat.....now it's kind of dumb to jump in and out at the tiberium field and have the harvy stolen or just plain dumb to have to jump in and out....also with this method it doesnt generate points for a kill or damage if noone is operating it.

General havoc....is there any scripts i can use to help assist in making a drivable harvester?

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Posted by [ohmybad](#) on Wed, 09 Jul 2003 18:15:00 GMT

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In single player when I got out of a tank it stayed GDI.

Subject: anti vehicle theft

Posted by [ohmybad](#) on Wed, 09 Jul 2003 18:15:06 GMT

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Posted by [General Havoc](#) on Wed, 09 Jul 2003 18:38:33 GMT

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Hmm well you could give it a simple gun that has a low rate of fire. You can then attach RA_Base_Defence to it so it will shoot the enemy. Then you attach the other RA script that makes the RA_Base_Defence script avoid it. This would be attached to the Stealth tank, SBH and Harvesters so they don't shoot them vehicles for obvious reasons.

As for getting in the harvester I am not too sure. You could have a new character called a Harvester Driver that is resistant to tiberian to solve the getting in and out.

For the enemy stealing it i can't think how to stop that right at the moment. I can't remember any scripts that allow that. The only way i can think is to make the harvester proxy in an "invisible door" that opens with a keycard. The door would have physical collision only and surround the harvester. the 2nd frame of the door animation would open it if you have a keycard.

_General Havoc

Subject: anti vehicle theft
Posted by [Skier222](#) on Wed, 09 Jul 2003 19:35:17 GMT
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in single player missions u can get out of the vehicle and it still says that it is a gdi vehicle. I have no idea what the script is, but i thought i could help

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Posted by [Titan1x77](#) on Wed, 09 Jul 2003 19:46:18 GMT
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General Havoc

As for getting in the harvester I am not too sure. You could have a new character called a Harvester Driver that is resistant to tiberian to solve the getting in and out.

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_General Havoc

Exactly what i was going to do...replace sydney with a gdi chemical trooper or make a new sydney in a tiberium suit and keep her original weapon...and rename the troopers to harvester driver's....i think i'd have to use a new string to change the name to harvy driver though..but that was my idea on getting in and out....Just need to find a way to keep it as GDI's or Nod's once you get out...as for the gun...a SBH could run up and steal it if he was cloaked...or a mad rush of chem troopers could make it.

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Posted by [Titan1x77](#) on Sat, 12 Jul 2003 05:49:12 GMT

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