
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.
