
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 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)
