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Subject: Re: Stealth: Yes or No?

Posted by [havoc9826](#) on Tue, 06 Jun 2006 02:34:54 GMT

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Ignoring the fact that this thread was derailed in the middle of the first page...

Regarding the vehicle limit: A picture is worth a thousand words. I took this in a single-person LAN server with a near-pure Renegade (the only things installed are a custom boink and jonwil's scripts.dll), so this is the default case. Therefore, the unaltered vehicle limit is 8 plus the Harvester. If you still don't trust this, there's also an 18 MB video.

Regarding the Harvester contingency: Here's a 12 MB video showing Harvester rebuild timing for both GDI and Nod. This proves that the only way to get a vehicle bought before the harvester is to buy it before it dies, and if you're already at the limit, that's not possible. Also, if the Refinery is killed, the limit's still 8 vehicles (here's proof.)

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