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Subject: Original Nod Tiberium Harvester rendering  
Posted by [General Havoc](#) on Tue, 04 Mar 2003 17:06:26 GMT  
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Yeah i agree the ladder looks like it was added after and looks out of place. If it was textured differently it might look more in place. But the ladder does catch you attention and makes it look not part of the harvester. But appart from that it could be a good harvester. Also it would be good to see a harvester that actually "harvests" if i rember correctly the claws on the fron moved to gather the harvester. I'm not sure if it would have the same problems as the Reborn team if this was done though, about the looping animations not stopping. But a script i would have thought could solve this if it's possible to trigger an animation on a zone entry and stop it on a zone exit.

BTW Blazer did say about the images, resize them or link externally. I think Blazer was including you too. I know there good pictures but scrolling half a page even at 1280\*1024 is annoying.  
Thanks

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