Subject: Driveable harvy done, but Comanche dual-fire broken
Posted by PCWizzardo on Tue, 17 Jun 2003 21:36:50 GMT
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That is just the Nod C-130 script. I like it because the added vehicles pop out the cargo door, like the purchased vehicle.

What I want is for somebody to turn the secret driveable truck into a harvester. Give it the model and vehicle parameters that the real harvester has, but make it driveable. It wouldn't make the real harvester driveble; it would make a NEW vehicle that is a COPY of the harvester, but drivable!

If that's too much trouble, please give me some links to good tutorials on how to do this. I will be getting GMAX from a book CD on the 19th, and I will have my neighbor download the mod tools. I have dialup -- my stupid parents agreed to the
"Buy 3 years of Compuserve and save $400 off this brand-new laptop!"
contract. What a bargain! :sarcasm:.) So anyway, if I can find out how to do this, then I'll do it myself -- maybe. I'm a procrastinator, and I have summer school next week, of my own choice.)