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Subject: Re: Walls Flying and Lifting Vehicles  
Posted by [StealthEye](#) on Tue, 29 May 2007 09:57:58 GMT  
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Just fly up there, make a teleport location and execute !th <teleportlocationname> to teleport the harvester up, otherwise do !te <playername> to teleport a player up there, easy! Then block and unblock the harvester to make it find a new path, and see where it tries to go, it's pretty funny to watch actually.

Could even do this without server side mods on a non BIATCH protected server, with any vehicle you want... :/

Using the "real" way you can fly quite a lot on top, but I don't think we (EWD/Ghostshaw/me) were able to get the mammy on top using two transports. Only get it in air and a little forward.

The script gamemodding uses is quite funny, but I don't think it would work for non BHS users as you're disabling the collisions, would it? I've been working on something like that for some time but it still doesn't work properly without clientside mods.

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