
Subject: Re: Setting up player controlled harvesters
Posted by [Jonty](#) on Tue, 10 Jul 2007 18:46:46 GMT
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AoBfrost wrote on Tue, 10 July 2007 17:35 Add a new vehicle to the purchase terminal listing on a certain map, then add the nod artillery since it drives like a harvy, then change it's model to the gdi/nod harvesters and attach the money script when you sit in tiberium....done.
Don't forget to remove the weapon.
