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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Tue, 01 Jul 2003 20:13:06 GMT

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Titan1x77what good is a slow moving harvy with a chemsprayer?

Novelty factor. (And for confusing people):

"Hey, why is that harvester following me?"

I'll make the harvester faster.

I have already made a flyable comanche, but the missiles only fire from the right, and the missile rack doors don't open. Any way to fix these problems?

Spreegem: Is that comanche icon in Renegade? If so, what's it called?

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