It wont work for the demo, if you want it to work on a server, then you need to edit the 1.037 c&c_under.mix, they may have a map of the same name, but there may be some sliught differences from the demo version and the offical version, and yes if you make harvies drivable, it will work serverside meaning other people without the map will be able to do it AS LONG AS THEIR ON YOUR SERVER. Make sure you dont use the main harvy drivable or else that screws up everyone's money, just add a new icon on the purchase terminal and make it a arty or something whatever icon you want, just make sure it's a nod artilarry with the model of the nod harvester and skin of the harvester, and remove the weapon, you dont want a harvy to be able to attack....do the same for GDI except use the GDI harvy skin.