
Subject: anti vehicle theft

Posted by [Titan1x77](#) on Wed, 09 Jul 2003 18:00:16 GMT

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Ive been studying a drivable harvester....and What happenes when it spawns or is created it will head to the field on its own....then you can hop in and drive it where ever you want.

to actually pick up the Tiberium you have to let the harvy shut down once inside the tiberium zone.

So i drive it to the field jump out let it shut off....jump back in and bring her home.

once home jump out she'll turn around and start to unload....hop back in and repeat.....now it's kind of dumb to jump in and out at the tiberium field and have the harvy stolen or just plain dumb to have to jump in and out....also with this method it doesnt generate points for a kill or damage if noone is operating it.

General havoc....is there any scripts i can use to help assist in making a drivable harvester?
