
Subject: Re: Improved harvester logic
Posted by [Reaver11](#) on Sat, 04 Oct 2008 13:43:42 GMT
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Cabal8616 wrote on Sat, 04 October 2008 07:48It'd be pretty awesome if you could drive harvesters as they were meant to be, but everyone here is afraid of actually changing stuff- For the better or for the worse.

A= I havent found any proof for that.

B= It just changes the gameplay of renegade and that is not where TT is for.
