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Subject: Re: Improved harvester logic

Posted by [GEORGE ZIMMER](#) on Sat, 04 Oct 2008 14:18:47 GMT

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Seeing as how in LE, there's startup, idle, and shut down sounds for the harvester, I figured there were plans at one point to make them driveable. Plus, they were controllable in every C&C game I know of, not just TS, lol...

There were tons of features that were planned for Renegade, but since EA has incredibly shitty game management, yeah.

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