
Subject: Harvester and RA2

Posted by [iscrpter](#) on Sun, 09 Mar 2003 13:43:30 GMT

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I was thinking about RA2 and i remember 1 team with a turret on the harvester and 1 team with a harvester spaning back to the base when loaded.. and we have Teleport script

is this possible for Renegade too? only 2 problems:

- How to make a zone that can only be entered by a harvester
 - Will it follow its waypath when teleported?
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