
Subject: ideas,ideas,ideas

Posted by [FireRescue343](#) on Fri, 13 Apr 2007 22:15:05 GMT

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i already know people know how to do this but it would be a good idea to put a harvester u can drive on a server, can someone tell me how, anyways besides the harvester thing post your ideas of something cool we could include in the game.whether it be contoling some kind of guided missle system or conroling sakuras helicopter.

Subject: Re: ideas,ideas,ideas

Posted by [BlueThen](#) on Fri, 13 Apr 2007 22:23:42 GMT

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I usually replace a vehicle's model with harvy's.

Subject: Re: ideas,ideas,ideas

Posted by [jamiejrg](#) on Fri, 13 Apr 2007 22:45:53 GMT

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Take the harvy's w3d and rig it with the usual drivable bones. Seat's etc. Make sure the name is the same so the texture will be applied tho.

Subject: Re: ideas,ideas,ideas

Posted by [danpaul88](#) on Fri, 13 Apr 2007 22:58:57 GMT

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cough mutationRedux anyone?

The harvester model already has all the necessary bones to be driven, you just need to give it some seats and transitions in LE

Subject: Re: ideas,ideas,ideas

Posted by [Brandon](#) on Sat, 14 Apr 2007 00:14:44 GMT

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I sent you a PM; I might give you some good ideas.

Subject: Re: ideas,ideas,ideas

Posted by [Gen_Blacky](#) on Sat, 14 Apr 2007 05:49:11 GMT

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to make a harv drivable u need to use level edit and delete the M00_Disable_Transitionj script under objects>Vehicle>gdi or nod vecs>then choose harv. Click mod then go to scripts tab delete M00_Disable_Transition then make a transition for the harv under the translation tab

Subject: Re: ideas,ideas,ideas

Posted by [c0vert7](#) on Sun, 15 Apr 2007 07:03:13 GMT

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Black pretty much covered it.
