
Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 13:51:00 GMT
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i was wondering do the harvester use any special bones that make the game recognise it as an harvester or anything? if so then please post the names of the bones and the way to set up the hierachy [February 24, 2003, 10:03: Message edited by: cebt]

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:11:00 GMT
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Nope, the harvester is just a regular vehicle, but scripts are applied to it upon it's creation, if you wanna replace the harvester, just edit the harvester preset to reflect your w3d instead of the the one it is already directed to.

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:38:00 GMT
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what if mine have wheels should i just change it to a wheeled vehicle then?

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:48:00 GMT
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The harvester has wheels doesn't it? Anyway, i'd make a temp under CnC_GDI_Harvester and change the settings to suite your vehicle. The harvester does indeed think it has tracks but maybe

09:21: Message edited by: General Havoc]

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 14:51:00 GMT
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why make a temp? its for my TS mod

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:04:00 GMT

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You don't have to if your keeping it in PKG format, i didn't know what your doing. It doesn't hhave any effect wheather it's temp or not in a pkg file.

Subject: harvester and refinery
Posted by [Anonymous](#) on Sat, 22 Feb 2003 15:13:00 GMT
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ok thanks then i just need to figure out the waypath thing

Subject: harvester and refinery
Posted by [Anonymous](#) on Sun, 23 Feb 2003 01:59:00 GMT
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quote:Originally posted by cebt:what if mine have wheels should i just change it to a wheeled vehicle then?It's best to leave it as a tracked vehicle (ever seen the hervesters turn on the spot?) so it'll be easier for it to go into the refinery.

Subject: harvester and refinery
Posted by [Anonymous](#) on Sun, 23 Feb 2003 13:08:00 GMT
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Cebt, are you on the Reborn team, or your making a different TS mod?

Subject: harvester and refinery
Posted by [Anonymous](#) on Sun, 23 Feb 2003 16:57:00 GMT
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Different Mod , TS: Revolution I think it is.

Subject: harvester and refinery
Posted by [Anonymous](#) on Mon, 24 Feb 2003 01:04:00 GMT
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It is not the script and not a bone, just go to the buildigcontrollers section and there you can select any vehicle as the 'harvester'.Even a Mammoth can be the Harvester, I think that would be funny, a selfdefending, Tiberium collection Mammoth Harvester But be sure that you vehicle has no seats, or people can get into it and controll the harvester.

Subject: harvester and refinery
Posted by [Anonymous](#) on Mon, 24 Feb 2003 09:23:00 GMT
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it dont have any seats i just edited the normal harvester in commando to use my model

Subject: harvester and refinery
Posted by [Anonymous](#) on Mon, 24 Feb 2003 10:02:00 GMT
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and now im at it do i have to make anything special to make a refinery a refinery? cus ive made this (still in progress) and i want it to be a real refinery my refinery

Subject: harvester and refinery
Posted by [Anonymous](#) on Mon, 24 Feb 2003 11:46:00 GMT
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nothing special, just make sure all the parts have the right prefixs and place the right building controller in leveleditor.
