
Subject: Harvy

Posted by [Dean20056](#) on Wed, 25 Jun 2008 00:45:51 GMT

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I find it very annoying when ingame and the other team are completely beating us like we cant even get out of the base. The worst thing is when they start to kill the harvy everytime it comes back. Is there a way to add a weapon to a harvy so they can actually fight back when they are being attacked. That way they atleast have a chance of making it back

Subject: Re: Harvy

Posted by [Gen_Blacky](#) on Wed, 25 Jun 2008 01:00:37 GMT

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attach a turret to harv bones using C++ would work i think

Subject: Re: Harvy

Posted by [Dean20056](#) on Wed, 25 Jun 2008 01:08:00 GMT

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is there a way to do it with level edit? im not very good at c++ lol need to learn. You can make amazing stuff with c++

Subject: Re: Harvy

Posted by [LR01](#) on Wed, 25 Jun 2008 08:53:43 GMT

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yes, there is a script for it, but I don't think a turret would stop anyone (unless it's a guardtower vs infantry)

the script is something like JFW_turret_Spawn_2

try that

Subject: Re: Harvy

Posted by [mr£Ä\\$Ä-z](#) on Wed, 25 Jun 2008 10:38:28 GMT

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Just tell me the Bone name where you want the Turret, i will create a Scripts.dll that will add a Turret to the Harvester

Subject: Re: Harvy

Posted by [Dean20056](#) on Thu, 26 Jun 2008 18:44:36 GMT

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sorry been a way a few days. btw what does the bone name mean? also on top of the harvy so it has a clear shot at everything
