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Subject: Invisible harvesters

Posted by [Anonymous](#) on Sat, 16 Mar 2002 11:55:00 GMT

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Last night I was playing as Nod on Mesa, and a couple of us drove up to the tiberian field, and the enemy harvester was invisible, but it could still be seen in brackets and damaged. Is it just a bug, or can it be manually enabled to do so?

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Subject: Invisible harvesters

Posted by [Anonymous](#) on Sat, 16 Mar 2002 21:04:00 GMT

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Got a screenshot?

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Subject: Invisible harvesters

Posted by [Anonymous](#) on Sat, 16 Mar 2002 21:42:00 GMT

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nope, sorry.

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Subject: Invisible harvesters

Posted by [Anonymous](#) on Sun, 17 Mar 2002 00:04:00 GMT

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It's a bug.

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