
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 spanning 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?
-

Subject: Harvester and RA2

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 14:13:09 GMT

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Let me just clear this up by this you mean the Chrono Miner?

The turret (Machine Gun) on top of the Miner would not be very good on top of one of Renegade's harvesters simply because people rely on the harvester a lot and the style of gameplay is very diffrent so this would not work very well...

Nice Idea though.

-Sk8RIMuk

Subject: Harvester and RA2

Posted by [Sir Phoenixx](#) on Sun, 09 Mar 2003 14:20:48 GMT

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I'd think a turret would be good on the harvester, give that hunk of junk something to defend it's self with...

Subject: Harvester and RA2

Posted by [iscrpter](#) on Sun, 09 Mar 2003 14:22:09 GMT

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i was only talking about the harvester teleporting back to the base..
turret on harv would suck, so only the teleport

Subject: Harvester and RA2

Posted by [Sir Phoenixx](#) on Sun, 09 Mar 2003 14:26:30 GMT

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It would not...

The soviet War Miner came with a machine gun, it wouldn't suck if it had one in renegade.

Subject: Harvester and RA2

Posted by [iscripter](#) on Sun, 09 Mar 2003 14:57:08 GMT

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Hmm, true but then a rush would be nearly impossible if you look at Under, but camping on the field is not possible then either

Subject: Harvester and RA2

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 14:58:24 GMT

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OK this is drifting off topic so back to the topic and does anybody know:

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

-Sk8rRIMuk

Subject: Harvester and RA2

Posted by [Griever92](#) on Sun, 09 Mar 2003 16:18:25 GMT

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Sir PhoenixI'd think a turret would be good on the harvester, give that hunk of junk something to defend it's self with...

ditto.

Subject: Harvester and RA2

Posted by [Sir Phoenix](#) on Sun, 09 Mar 2003 16:20:23 GMT

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It wasn't totally off topic though...

This thread was about RA2 Harvesters.

Subject: Harvester and RA2

Posted by [iscripter](#) on Sun, 09 Mar 2003 18:05:27 GMT

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Phoenixx.. What do you think of it?

Subject: Harvester and RA2

Posted by [Marsh](#) on Sun, 09 Mar 2003 18:20:38 GMT

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too me it wud make the first rush more skillful but would more or less stop field battles in maps like city

Subject: Harvester and RA2

Posted by [iscripter](#) on Sun, 09 Mar 2003 19:30:17 GMT

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Hmm... and does it shoot SBH? if so: that would really suck!
