Subject: [SSGM 4.0 Plugin] Harvester Shells
Posted by iRANian on Sun, 08 Jul 2012 07:53:04 GMT

This must have plugin adds vehicle shells for Harvesters after they're destroyed, when fully repaired these shells will spawn a Harvester with 4 passenger seats and a machine gun.

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File Attachments
```
1) Harvester Shells SSGM 4.0 Plugin v1.zip, downloaded 298 times

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by Xpert on Sun, 08 Jul 2012 09:27:28 GMT

iRANian wrote on Sun, 08 July 2012 03:53This must have plugin

Lmfao.

```
File Attachments
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1) Screenshot.72.png, downloaded 693 times

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by reborn on Sun, 08 Jul 2012 19:46:15 GMT
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If you're adding or changing vehicle weapons via a library, then consider adding vehicle drops.
I worked on something similar some time ago as a bit of fun/concept, but believe there could be something in it...

MaxArmorIncrease/Speed/regen/weapons/range/damage/Armor/Health/Stealth

Just food for thought.

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by iRANian on Sun, 08 Jul 2012 19:51:48 GMT
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Neh i just create an APC and set its model to that of a Harvester, I've already checked everything you publicly released for Renegade.

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by Generalcamo on Sun, 08 Jul 2012 21:54:53 GMT
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I would also make the "harvester" as slow as one, but with the armor as one. Maybe with a Tib Flechette gun instead of a machine gun.

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by Xpert on Mon, 09 Jul 2012 06:32:44 GMT
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This was a joke plugin to mess around so don't expect much lol.

Subject: Re: [SSGM 4.0 Plugin] Harvester Shells
Posted by reborn on Mon, 09 Jul 2012 07:38:51 GMT
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Vehicle drops!
The community demands it!