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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Tue, 17 Jun 2003 17:17:36 GMT

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Make a driveable harvester

If someone could please give the "cnc\_nod\_truck\_player\_secret" all the traits of the harvester (except the un-drivability), then you'd have a driveable harvie!

(It would be nice if it would work with ALL maps!)

(EDIT:) Removed drop script, unnecessary as vehicles are now purchaseable. Just need to attach objects.dbb--where do I do that?

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [Aircraftkiller](#) on Tue, 17 Jun 2003 19:28:37 GMT

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Wrong.

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Subject: Re: Make a driveable harvester

Posted by [Captkurt](#) on Tue, 17 Jun 2003 19:58:42 GMT

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PCWizzardoMake a driveable harvester

If someone could please give the "cnc\_nod\_truck\_player\_secret" all the traits of the harvester (except the un-drivability), then you'd have a driveable harvie!

(It would be nice if it would work with ALL maps!)

I think you'd still have code not script to deal with.

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Tue, 17 Jun 2003 21:36:50 GMT

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That is just the Nod C-130 script. I like it because the added vehicles pop out the cargo door, like the purchased vehicle.

What I want is for somebody to turn the secret driveable truck into a harvester. Give it the model and vehicle parameters that the real harvester has, but make it driveable. It wouldn't make the real harvester driveable; it would make a NEW vehicle that is a COPY of the harvester, but drivable!

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If that's too much trouble, please give me some links to good tutorials on how to do this. I will be getting GMAX from a book CD on the 19th, and I will have my neighbor download the mod tools. I have dialup -- my stupid parents agreed to the "Buy 3 years of Compuserve and save \$400 off this brand-new laptop!" contract. What a bargain! :sarcasm:.) So anyway, if I can find out how to do this, then I'll do it myself -- maybe. I'm a procrastinator, and I have summer school next week, of my own choice.)

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [Captkurt](#) on Tue, 17 Jun 2003 21:58:29 GMT  
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PCWizzardol have dialup -- my stupid parents agreed to the "Buy 3 years of Compuserve and save \$400 off this brand-new laptop!" contract. What a bargain! :sarcasm:.)

LOL.

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [bigwig992](#) on Tue, 17 Jun 2003 22:18:42 GMT  
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Err..add or temp the harvester on each side, take out the disable transition script, set up some of your own and then add that into the purchase settings.

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [PCWizzardo](#) on Tue, 17 Jun 2003 22:26:39 GMT  
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I haven't a smidgen of a clue how to do that.  
I'll need a good tutorial, and I'll need 2 days to pass (the 19th is my birthday/0)

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [spreegem](#) on Tue, 17 Jun 2003 23:06:45 GMT  
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Why don't you just make the harvester using the drop mod, then attach the script for it to make it drivable, i knew what that script was a while ago, but then I kinda forgot it LOL. But you can download my bot mods off my site, I have a drivable uhh i guess it kinda looks like the V2 from Red Alert, but with no missile, and also a drivable Recon Bike, and All of the Nod Vehicles ass bots that you can drive.

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [ohmybad](#) on Tue, 17 Jun 2003 23:58:26 GMT

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if you wanted to make it flyable you could just attach an orca to the harvy like this(I still dont know how to make the orca invisable):

```
-1 Create_Object, 1, "V_NOD_cargop_sm"  
-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0  
-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"  
-360 Destroy_Object, 1  
-300 Create_Real_Object, 4, "CnC_Nod_Apache"  
-300 Attach_Script, 4, "M00_Disable_Physical_Collision_JDG", ""  
  
-331 Create_Real_Object, 5, "CnC_GDI_Harvester"  
-331 attach_to_bone, 5, 4, "wheelp01"
```

And there is a script thats makes anything drivable

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [kawolsky](#) on Wed, 18 Jun 2003 19:36:37 GMT

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its easier to use objects.ddb for this kind of mod,  
you can also make rhinos and nuns with that.  
go here and then go to bottom of page, click on the upload forum and there are a few objects.ddb  
mods there.  
dl em and stik em in data and u got super fast nuns that can fly and very fast squids that look like  
the aliens from simpsons!!

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [kawolsky](#) on Wed, 18 Jun 2003 19:37:37 GMT

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kawolskyits easier to use objects.ddb for this kind of mod,  
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dl em and stik em in data and u got super fast nuns that can fly and very fast squids that look like  
the aliens from simpsons!!

there should also be one there that includes the harvy

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Subject: I DID IT!

Posted by [PCWizzardo](#) on Mon, 23 Jun 2003 21:02:01 GMT

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I did it! I also added a chem sprayer weapon to it (seems appropriate, sprays out the front)

I also turned the Apache into a Comanche. (stealthed -- real thing is stealthy --- but dual weapons won't work, only the first one fires.)

P.S. Anyone notice many helicopters have names of Native American groups? (i.e. Apache, Comanche, Chinook...)

P.P.S. How do you add attachments? There's no button...

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Fri, 27 Jun 2003 23:09:58 GMT

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I figured out the dual weapons. I made the Recon Bike and the new harvester purchaseable, and made the apache and comanche both purchaseable in same game (new units in Secret Units menu.

I figured that out all on my own.

What I can't figure out is how to make the missile rack doors open. I also want to make the missiles fire from each side alternately.

Will somebody please help me?

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Subject: Hello

Posted by [PCWizzardo](#) on Tue, 01 Jul 2003 00:48:20 GMT

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Hello? Hello...? Anybody still alive?

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [bigwig992](#) on Tue, 01 Jul 2003 03:41:01 GMT

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Why not just go into the vehicle presets, temp whatever vehicle you want, remove the "Disable Transitions" script, and add in some of your own transitions? That would make everything alot simpler. Meh, "Drivable Recon Bikes" are old news.

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [Titan1x77](#) on Tue, 01 Jul 2003 09:47:26 GMT  
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Can you pick up Tiberium and drop it off???

Oh you can't...oh well what good is a slow moving harvy with a chemsprayer?

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [PCWizzardo](#) on Tue, 01 Jul 2003 20:13:06 GMT  
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Titan1x77what good is a slow moving harvy with a chemsprayer?

Novelty factor. (And for confusing people):

"Hey, why is that harvester following me?"

I'll make the harvester faster.

I have already made a flyable comanche, but the missiles only fire from the right, and the missile rack doors don't open. Any way to fix these problems?

Spreegem: Is that comanche icon in Renegade? If so, what's it called?

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Subject: Driveable harvy done, but Comanche dual-fire broken  
Posted by [npsmith82](#) on Tue, 01 Jul 2003 22:16:12 GMT  
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PCWizzardo"Hey, why is that harvester following me?"

Reminds me of the time i made my C-130 editor... slap this in as the text file and get ready to laugh...

; Multiplayer cnc\_c130drop.txt was created Tuesday 01 July 2003 by npsmith82

<http://www.spliff.wideboys.co.uk/renegade>

```
***** CNC MODE: NOD AIRSTRIP DROPOFF *****
```

```
;-1 Create_Object, 1, "V_NOD_cargop_sm"  
;-1 Play_Animation, 1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0  
;-1 Play_Audio, "C130_IDLE_02", 1, "Cargo"  
;-1 Attach_To_Bone, 3, 1, "Cargo"  
  
;-80 Play_Audio, "gdi_hovercraft_door_01", 1, "Cargo"  
;-180 Attach_To_Bone, 3, -1, "Cargo"  
;-200 Play_Audio, "gdi_hovercraft_door_01", 1, "Cargo"  
;-360 Destroy_Object, 1
```

```
***** CnC_Nod_Recon_Bike *****
```

```

; (Parachute)
-329 Create_Object, 4, "X5D_Parachute", 0, 0, 0, 0
-329 Play_Animation, 4, "X5D_Parachute.X5D_ParaC_1", 4
-420 Destroy_Object, 4
-305 Create_Object, 5, "X5D_Box01", 0, 0, 0, 0
-305 Play_Animation, 5, "X5D_Box01.X5D_Box01", 4
-420 Destroy_Object, 5

; (Vehicle & Scripts)
-305 Create_Real_Object, 6, "CnC_Nod_Recon_Bike", 5, "Box01"
-305 Attach_Script, 6, "M02_PLAYER_VEHICLE", ""
-305 Attach_Script, 6, "M01_Hunt_The_Player_JDG", ""

; (Attach Vehicle To Parachute)
-305 Attach_To_Bone, 6, 5, "Box01"
-305 Play_Animation, 6, "H_A_X5D_ParaT_1", 0
-415 Attach_To_Bone, 6, -1, "Box01"

;***** CnC_Nod_Recon_Bike *****
;

; (Parachute)
-629 Create_Object, 7, "X5D_Parachute", 0, 0, 0, 0
-629 Play_Animation, 7, "X5D_Parachute.X5D_ParaC_1", 4
-720 Destroy_Object, 7
-605 Create_Object, 8, "X5D_Box01", 0, 0, 0, 0
-605 Play_Animation, 8, "X5D_Box01.X5D_Box01", 4
-720 Destroy_Object, 8

; (Vehicle & Scripts)
-605 Create_Real_Object, 9, "CnC_Nod_Recon_Bike", 8, "Box01"
-605 Attach_Script, 9, "M02_PLAYER_VEHICLE", ""
-605 Attach_Script, 9, "M01_Hunt_The_Player_JDG", ""

; (Attach Vehicle To Parachute)
-605 Attach_To_Bone, 9, 8, "Box01"
-605 Play_Animation, 9, "H_A_X5D_ParaT_1", 0
-715 Attach_To_Bone, 9, -1, "Box01"

;***** CnC_Nod_Recon_Bike *****
;

; (Parachute)
-929 Create_Object, 10, "X5D_Parachute", 0, 0, 0, 0
-929 Play_Animation, 10, "X5D_Parachute.X5D_ParaC_1", 4
-1020 Destroy_Object, 10
-905 Create_Object, 11, "X5D_Box01", 0, 0, 0, 0
-905 Play_Animation, 11, "X5D_Box01.X5D_Box01", 4
-1020 Destroy_Object, 11

```

; (Vehicle & Scripts)

-905 Create\_Real\_Object, 12, "CnC\_Nod\_Recon\_Bike", 11, "Box01"

-905 Attach\_Script, 12, "M02\_PLAYER\_VEHICLE", ""

-905 Attach\_Script, 12, "M01\_Hunt\_The\_Player\_JDG", ""

; (Attach Vehicle To Parachute)

-905 Attach\_To\_Bone, 12, 11, "Box01"

-905 Play\_Animation, 12, "H\_A\_X5D\_ParaT\_1", 0

-1015 Attach\_To\_Bone, 12, -1, "Box01"

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [bigwig992](#) on Tue, 01 Jul 2003 23:35:15 GMT

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Titan1x77Can you pick up Tiberium and drop it off???

Oh you can't...oh well what good is a slow moving harvy with a chemsprayer?

You could, use the CTF scripts and make a nice little tiberium flag models, then you could bring it back to your refinery.

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Subject: Re: Hello

Posted by [PCWizzardo](#) on Thu, 24 Jul 2003 00:21:05 GMT

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Hello? Hello...? Anybody still alive?

I still can't get the missiles to fly from both sides! Anybody know how to fix this?

I have the Comanche GMax file, and can edit it, but I don't know how to make a fire anim like with the human fire anim -- as in Weapon\_Melee\_Ai

(which, by the way, I modded with a whoosh sound and a kick-impact sound, very cool)

--but if I knew how to implement a firing anim, I could fix it. Also, I'd want a delay while the doors open, but I don't know how to do that. Please help!

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [Beanyhead](#) on Thu, 24 Jul 2003 00:23:52 GMT

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AircraftkillerWrong.

Yes, I agree.

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In order to do this you would have to setup transitions, and remove the disable transitions script a long with a few other things.

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [Try\\_lee](#) on Fri, 25 Jul 2003 16:30:24 GMT

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Hmmmmm... would it be possible to allow a player to drive the harvester and, by using scripts, collect tiberium to be refined?

Just as long as the other team didn't steal the harvester!

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Fri, 25 Jul 2003 17:27:50 GMT

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Will somebody PLEASE just answer my question?

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Subject: Driveable harvy done, but Comanche dual-fire broken

Posted by [PCWizzardo](#) on Fri, 01 Aug 2003 22:04:32 GMT

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Help? Anyone?

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