Subject: Re: ideas,ideas,ideas
Posted by Gen_Blacky on Sat, 14 Apr 2007 05:49:11 GMT
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to make a harv drivable u need to use level edit and delete the M00_Disable_Transitionj script under objects>Vehicle>gdi or nod vecs>then choose harv. Click mod then go to scripts tab delete M00_Disable_Transition then make a transition for the harv under the translation tab