
Subject: Re: Animating harvester?

Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 00:51:13 GMT

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As DieHardNL & DanPaul explained, the Animation is being fixed since scripts 2.xx as far as I remember (too lazy to browse the changelog on the forums). It works on the client side. No need to mod anything.

But you can add the original Scratch sound for harvesting (if possible):

harvester_tiberium_scratch_01.wav
