

---

Subject: Re: Animating harvester?

Posted by [Reaver11](#) on Mon, 25 Feb 2008 13:04:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hehe I know Scrin I made/put the mod together

Here DieHard is enjoying some tiberium

But lets get to business,

I have worked out all the stats for the harvester and it proves a big difficulty a wheeled harvester cant turn on a point.

This will make it difficult for the harvester to dump the booty.

Anyways I cant fix the animation I dont really know how to Ill send the gmax/w3d/tga files of the harvester to DiehardNL.

---