
Subject: Harvy RIDING, this is ridiculous
Posted by [scarabguy](#) on Sat, 15 Sep 2007 04:50:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

i was playing city flying. this dude from gdi flys in in an orca. his plane blows up, and he lands on our harvy. he then set a beacon on top of the harvy! 45 seconds later it blows, at the ref! it was funny, but way unfair, we had no way to disable or destroy it

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [BlueThen](#) on Sat, 15 Sep 2007 05:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

hmm I didnt think that was possible!

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Starbuzz](#) on Sat, 15 Sep 2007 08:27:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Whaaaaat? How is that possible? If you land on top of a moving vehicle, then you better walk in the direction that it travels or else you will fall off.

If he landed on it while it was on the tib field, then he may have time to plant the beacon without falling off...but still, the harv is damn slow. By the time the Harv reaches the Ref, the Ion cannon would have fired.

What server was this?

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [GsXr1400](#) on Sat, 15 Sep 2007 08:46:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

maybe hes lieing about this?

but imo thts a 1 time in a lifetime thing for a player.. unless u practised trying to -.-

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Ghostshaw](#) on Sat, 15 Sep 2007 09:21:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its the enemy harv.... You would die when you touch it...

-Ghost-

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [rs4015](#) on Sat, 15 Sep 2007 11:43:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

dunno abt harv, but if u try to do it on ur tank, the beacon falls right thru the tank and deploys on the ground...hmm im gonna experiment on this harv thing

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [scarabguy](#) on Sat, 15 Sep 2007 13:48:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

im not lying.... i once tried to do it on mammy, but it failed.... i dont know how the heck that dude did it, but he was able to ride the harv into our base, where he got shot by the ob. i dont have ren on this computer, otherwise id experiment and get proof, but my comp with ren is dead

EDIT: no you wont die when you touch harv, ONLY IF HARV RUNS YOU OVER

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [puddle_splasher](#) on Sat, 15 Sep 2007 15:54:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was led to believe that beacons fall through vehicles!!!

Could be wrong. Perhaps its part of the servers modifications?

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Renerage](#) on Sat, 15 Sep 2007 16:30:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've seen it experimented with.
It's hard to do, as seeing the only time it's stopped, is when it's at base, or at a part of the tib.
Planting a beacon while moving is damn near impossible.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Carrierll](#) on Sat, 15 Sep 2007 21:40:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

That is impossible, it's hard enough to stay on top of a vech, let alone base defenses etc.

Still, maybe it... is possible.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Sat, 15 Sep 2007 21:49:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice Lie,

I've tried this tons of times, you fall off the harvy easily when it moves, plus a beacon on top spawns underneath the harvy, sorry, I used the flying script to fly on top of the harvy, set the nuke, and it spawns in the location under the harvy, so nice try.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [sadukar09](#) on Sat, 15 Sep 2007 22:22:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

scarabguy wrote on Fri, 14 September 2007 23:50i was playing city flying. this dude from gdi flies in in an orca. his plane blows up, and he lands on our harvy. he then set a beacon on top of the harvy! 45 seconds later it blows, at the ref! it was funny, but way unfair, we had no way to disable or destroy it
First Hourglass Flying now Planting a beacon on top of enemy harvester? WOW you SUCK at LYING

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [GsXr1400](#) on Sun, 16 Sep 2007 03:08:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow lying over renegade?

IOL

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [BlueThen](#) on Sun, 16 Sep 2007 03:15:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ghostshaw wrote on Sat, 15 September 2007 04:21Its the enemy harv.... You would die when you touch it..

-Ghost-
If it moves.

You'd die if you get ran over. But you can't get ran over if the vehicle isn't moving.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [scarabguy](#) on Sun, 16 Sep 2007 03:26:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

im not lying!!! i dont know how the f*** that happened, ask the dude who did it. i dont understand it, i tried it and it didn't work, so who knows wtf happened, i just know it happened.

EDIT: i tried to do it, and beacon fell through, IF i didn't die the second i touched it. idk how it happened, but im not lying

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [bisen11](#) on Sun, 16 Sep 2007 04:08:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

There's no way that'd happen. And I thought beacons floated in mid air and didn't move when that happened... But did you actually see the beacon go to the ref. Maybe someone planted a second beacon or c4ed the ref...

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Veyrdite](#) on Sun, 16 Sep 2007 07:08:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ask the server owner to try it. Maybe they are running some strange vehicle collision modification. Could he have planted it on-top of remote c4?

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [scarabguy](#) on Sun, 16 Sep 2007 11:59:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

i dont remember what server.... but i do remember who did it. his name was Scottsman. somehow he managed to ride the harvy into our base. the ob killed him tho... as for a second beacon being placed, its possible, but unlikley. we double and triple checked our base before the nuke went off. i dont know how he did it, but mabye it was a once in a lifetime thing, or a glitch (you dont even have to play online for a day to realize how glitchy renegade is).

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [sadukar09](#) on Sun, 16 Sep 2007 13:29:55 GMT

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

scarabguy wrote on Sun, 16 September 2007 06:59i dont remember what server.... but i do remember who did it. his name was Scottsman. somehow he managed to ride the harvy into our base. the ob killed him tho... as for a second beacon being placed, its possible, but unlikley. we double and triple checked our base before the nuke went off. i dont know how he did it, but mabye it was a once in a lifetime thing, or a glitch (you dont even have to play online for a day to realize how glitchy renegade is).

You TOUCH the harvester when its moving, you DIE. IT WILL NEVER WORK. DROP THE LIES NOW!

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Sun, 16 Sep 2007 15:24:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

scarabguy wrote on Sat, 15 September 2007 23:26im not lying!!! i dont know how the f*** that happened, ask the dude who did it. i dont understand it, i tried it and it didn't work, so who knows wtf happened, i just know it happened.

EDIT: i tried to do it, and beacon fell through, IF i didn't die the second i touched it. idk how it happened, but im not lying
YES YOU ARE, I just tested this after you posted, I tried 10 times, I gave myself 1 million credits, and infinite nukes with mod powerz, planted on top of harvy in city flying, and oh nuke beacon is under harvy, sorry, the beacos aren't attachable objects, so they wont stick to anything else but the map itself or buildings, a harvester includes a object which a beacon cannot stick to, thus, I proved it again.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [scarabguy](#) on Sun, 16 Sep 2007 19:12:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

scarabguy wrote on Sat, 15 September 2007 22:26i tried it and it didn't work, so who knows wtf happened, i just know it happened.

EDIT: i tried to do it, and beacon fell through, IF i didn't die the second i touched it. idk how it happened, but im not lying
i said i dont know how its possible! i dont know what happened, but it happened. i didn't do it, and i dont know how he did it, but its not possible. i even said that he may have been cheating. i dont know how the heck he did it, but i cant replicate it, neither can anyone else, so i dont know. but i do know he managed to pull it off. mabye the server was modded, or abybe he was cheating, haxing, who knows?

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [sadukar09](#) on Sun, 16 Sep 2007 20:03:30 GMT

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

scarabguy wrote on Sun, 16 September 2007 14:12scarabguy wrote on Sat, 15 September 2007 22:26i tried it and it didn't work, so who knows wtf happened, i just know it happened.

EDIT: i tried to do it, and beacon fell through, IF i didn't die the second i touched it. idk how it happened, but im not lying

i said i dont know how its possible! i dont know what happened, but it happened. i didn't do it, and i dont know how he did it, but its not possible. i even said that he may have been cheating. i dont know how the heck he did it, but i cant replicate it, neither can anyone else, so i dont know. but i do know he managed to pull it off. mabye the server was modded, or abybe he was cheating, haxing, who knows?

Quit the act fag.

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [Starbuzz](#) on Mon, 17 Sep 2007 00:45:57 GMT

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

I don't think he is lying. I believe in the heat of battle, he somehow got confused.

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [Veyrdite](#) on Mon, 17 Sep 2007 08:00:41 GMT

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

1)if you touch the other teams veh you don't die unless it is moving towards you. You can walk into the back f the harvester and even jump at it. If the harvester was going downhill he might not die. Dunno about that though.

2)He could have been running a cheaters objects.ddb with some kind of 0 bug bypass.

Can a server try it with cinematic-collision set to push on the harv preset?

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [AoBfrost](#) on Mon, 17 Sep 2007 13:39:29 GMT

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

Doesnt matter, the beacon cannot be moved once placed, if it was moving wit hthe harvy, it would have fallen off, just like you would if you sat ontop of the harvy, if you dont walk with it, you fall off quickly.

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [bisen11](#) on Mon, 17 Sep 2007 14:41:31 GMT

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

Well, no more need to argue this. Let's just leave it as it is =P

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [Yourlastmemory](#) on Mon, 17 Sep 2007 14:58:52 GMT

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

maybe harvesters its easy to do? or maybe it was a .ddb hack with gamecrack.exe o.o

oh and lol @ Quote:

[20:40] <APBBR> HORQWER: i got banned from all renegade server

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [AoBfrost](#) on Mon, 17 Sep 2007 16:55:50 GMT

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

There is no harvy beacon hack.

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [scarabguy](#) on Mon, 17 Sep 2007 23:20:47 GMT

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

if i was lying.....

- 1) why havent i stopped by now?
 - 2) this "lie" isn't gaining me anything, so why havent i stopped?
 - 3) i dont lie.
 - 4) if you really think im still lying, come meet me online and ill show you how much im not lying!
 - 5) this stinks.... i have nothing to gain by this, so im gone.
-

Subject: Re: Harvy RIDING, this is ridiculous

Posted by [sadukar09](#) on Mon, 17 Sep 2007 23:35:00 GMT

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

scarabguy wrote on Mon, 17 September 2007 19:20if i was lying.....

- 1) why havent i stopped by now?
- 2) this "lie" isn't gaining me anything, so why havent i stopped?
- 3) i dont lie.
- 4) if you really think im still lying, come meet me online and ill show you how much im not lying!
- 5) this stinks.... i have nothing to gain by this, so im gone.

1. You don't want to look like a n00b and a loser who wants attention.
2. Its getting you attention.
3. You are right now.
4. I'm meeting you right now in an internet forum. And you showed how shitty you can lie.
5. Good now gtfo.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [MexPirate](#) on Tue, 18 Sep 2007 10:39:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Impossible, can't be done.

You seem a bit retarded so the most likely explanation is that the guy just harv walked to your ref and placed a beacon once there, or you are really desperate for attention and made the whole thing up to try and look cool over the internets.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Tue, 18 Sep 2007 13:39:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

A beacon takes 5-6 seconds to place, the harvester never stays still for more than 3 seconds, you would have fallen off and canceled the beacon if you tried, the way I did it was put beacon when harvy is blocked my a humvee, fell though, put beacon when harvy is at the ref dumping load, fell through.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Caveman](#) on Tue, 18 Sep 2007 13:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Tue, 18 September 2007 14:39A beacon takes 5-6 seconds to place, the harvester never stays still for more than 3 seconds, you would have fallen off and canceled the beacon if you tried, the way I did it was put beacon when harvy is blocked my a humvee, fell though, put beacon when harvy is at the ref dumping load, fell through.

A beacon does not take 5-6 seconds to place. Its 2 seconds at the most.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Herr Surth](#) on Tue, 18 Sep 2007 15:56:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

5 Seconds

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Tue, 18 Sep 2007 16:34:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

And i'm sure the nuke goes off in 10 seconds

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Yourlastmemory](#) on Wed, 19 Sep 2007 02:23:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who said you cant make one.. ...

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [havoc9826](#) on Wed, 19 Sep 2007 06:47:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

nuke_strike_set.wav is 3 seconds long, and ion_beacon_set.wav is 5 seconds long (there is a 2-second lack of sound effects while the nuke beacon finishes planting). Also, Fraps > scarabguy.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Wed, 19 Sep 2007 13:51:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

havoc ftw

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Veyrdite](#) on Thu, 20 Sep 2007 06:54:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can land on harv. Done before on other vehicles. Try it not moving (it was driving into lamp) as the server might have some strange bugfix when he saw it happen.

Try it from higher up (with no directional velocity except down) on level ground and with the dme_no_falling_Damage script attached.

That might prove it. My guess is that any x & y directional force applied (or the veh un-even) make the char slide off (bug).

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Thu, 20 Sep 2007 15:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's also the fact when placing the beacon, you wont be on the harvy by the time the beacon is placed, you can sit int he harvy, but when it starts moving, you fall off instantly.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Veyrdite](#) on Fri, 21 Sep 2007 05:33:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

AoBfrost wrote on Fri, 21 September 2007 01:04it's also the fact when placing the beacon, you wont be on the harvy by the time the beacon is placed, you can sit int he harvy, but when it starts moving, you fall off instantly.

But can you stand on c4? I know you can't everywhere else but it might muck-up the vehicle physics to be collising with an object attached.
He planted it when the harv was in tib field? That might have done it, and the rest of the way he walked ontop of the harv in the direction it's moving.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [AoBfrost](#) on Fri, 21 Sep 2007 13:44:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Doesnt matter, the point was he claimed he got nuke to ref, or ion, but the point is, it cant happen, c4 will because c4 is coded ingame to be attachable to really everything nearly, but notice nuke doesnt, I've tried other things, smoke tower on the wf, it falls though though I stand on it, Smoke tower in the power plant, it fell though though I stood on it, harvy, fell though, nuke doesnt attach/stick to everything like c4 does.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [InternetThug](#) on Fri, 28 Sep 2007 12:52:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would just like to say that this is the most retarded topic I have ever read...theres not a single instance in the game where you can have a moving beacon...how would the game physics even

target the beacon? The nuke wouldn't be moving at an angle towards the ground following the beacon...it would most likely still only drop at the spot where it was placed...so yeah...nice lie. Again.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [candy](#) on Thu, 04 Oct 2007 16:47:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

rofl when i saw this

- 1.the enemy harvy would kill you if you land on it
 2. you wouldn't have enough time to plant the beacon as the harvy doesn't stands still
 3. when you get ontop of your own harvy in lets say mesa you immediatly 'lag' off it
 4. when you DO happen to be able to plant a beacon ontop of a veh in lets say hourglass it doesn't stay on it when the veh moves...
- poor dude trying to get some attention...
-

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [yomama!](#) on Thu, 08 Nov 2007 04:17:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

k. i do believe the part about riding the vehicle for i have done this to a mamy and harvy. but i dont believe the planting the beacon part. but who knows maybe the guy who said "did he plant a remote c4 then but the beacon on" is right. ill give that a shot.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [sadukar09](#) on Thu, 08 Nov 2007 12:18:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

yomama! wrote on Wed, 07 November 2007 22:17k. i do believe the part about riding the vehicle for i have done this to a mamy and harvy. but i dont believe the planting the beacon part. but who knows maybe the guy who said "did he plant a remote c4 then but the beacon on" is right. ill give that a shot.

lol...bumped a one month topic with a crap load of lies.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Jamie or NuneGa](#) on Mon, 19 Nov 2007 15:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I tried this frapped it, it doesnt work...

the guy who started this made something up he had never tried and he was torn to shreds about it. End of.

p.s know this is a bump but wanted to make my point.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [sadukar09](#) on Mon, 19 Nov 2007 20:26:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

11 days bump, not a biggie, plus it was on the first page anyway...
The topic creator probably didn't get enough attention from his mom, so he comes here and try to get attention.
EDIT: Typo

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Starbuzz](#) on Mon, 19 Nov 2007 20:32:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Harv riding is possible...the guy was not lying.

Toggle SpoilerROFL! SARCASM!

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [R315r4z0r](#) on Tue, 20 Nov 2007 02:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just tested this on City Flying, it is not possible to do.

First of all, your only actually able to walk on stationary vehicles. I first tried to plant a beacon on a mammoth tank, the beacon was planted underneath it.

I then put C4 down on the tank and tried to plant it on that, it still was planted on the ground under the mammoth.

Then I thought that maybe the harvester was different, so I attempted to plant one on top of the harvester. Aside from being a pain in the neck to actually land on the thing, your unable to even walk on it because it is moving. You basically are in a suspended jumping animation until you actually hit the ground. It is not possible to "ride" on the harvester because it doesn't allow you to move when your on top of it.

So I then waited for the harvester to dock at the ref to attempt to plant a beacon on it. I got onto it, but the game wouldn't allow me to plant the beacon on top of the harvester, because I was in the suspended jumping animation. And as you know, you can't plant a beacon while your moving, so I was unable to plant it.

In conclusion, Renegade's physics simple do not allow for this to happen. It is not possible, and cannot be done.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [havoc9826](#) on Tue, 20 Nov 2007 04:18:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

havoc9826 wrote on Tue, 18 September 2007 23:47Fraps > scarabguy.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [qwertwert125](#) on Mon, 26 Nov 2007 17:53:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have an explanation! in some vehicle models, theres little ledges in the top, like curbs on a side walk. these are part of an impasible "wall" aorund vechs, if he got in a spot where this curb was pushing him along, then he would be able to stay on the harvy, and plant the beacon. the beacon (if it didnt fall through the harvey) would then also be trapped by this curb, and the harvey would push it to the base. a problem with this is that when the harvey turns to back into the ref, the beacon would fall off. meh idk. i just know that i have been stuck on top of an enemy vech while it was moveing, i didnt die, and it just caried me along.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [R315r4z0r](#) on Wed, 28 Nov 2007 03:27:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Vehicles in Renegade don't have these "curbs"

They *look* like they do, when in actuality, their only collisions are a simple box around the vehicle. Believe it or not, the only thing stopping you from walking through a Renegade vehicle, is an invisible box, nothing more.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [sadukar09](#) on Wed, 28 Nov 2007 15:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

qwertwert125 wrote on Mon, 26 November 2007 11:53i have an explanation! in some vehicle models, theres little ledges in the top, like curbs on a side walk. these are part of an impasible "wall" aorund vechs, if he got in a spot where this curb was pushing him along, then he would be able to stay on the harvy, and plant the beacon. the beacon (if it didnt fall through the harvey) would then also be trapped by this curb, and the harvey would push it to the base. a problem with this is that when the harvey turns to back into the ref, the beacon would fall off. meh idk. i just

know that i have been stuck on top of an enemy vech while it was moveing, i didnt die, and it just caried me along.
Nice lie.

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [Starbuzz](#) on Wed, 28 Nov 2007 15:54:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

sadukar09 wrote on Wed, 28 November 2007 09:07qwertwert125 wrote on Mon, 26 November 2007 11:53i have an explination! in some vehicle models, theres little ledges in the top, like curbs on a side walk. these are part of an impasible "wall" aorund vechs, if he got in a spot where this curb was pushing him along, then he would be able to stay on the harvy, and plant the beacon. the beacon (if it didnt fall through the harvey) would then also be trapped by this curb, and the harvey would push it to the base. a problem with this is that when the harvey turns to back into the ref, the beacon would fall off. meh idk. i just know that i have been stuck on top of an enemy vech while it was moveing, i didnt die, and it just caried me along.
Nice lie.

He probably lags like hell!

Subject: Re: Harvy RIDING, this is ridiculous
Posted by [topcap](#) on Sat, 01 Dec 2007 20:57:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do you guys now you have never tried it
