
Subject: Some things to add to your "to-do" list
Posted by [PermaGrin](#) on Mon, 23 Aug 2004 07:05:33 GMT
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Another thing. I mentioned this to Jonwil, but I will state for everyone to see.

What about fixing the harvester harvesting animation?

As is, the harv just idles in the tib field during the collection process. It supposed to have the little claws move and rollers spin.

JonWil also explain to me what is different about this problem. Other animation fixes were done be collecting the correct info from the host and then send it to the client. In the harvesters case, the host is not even recieving the information. So in turn there is no info to send to the client.
