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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Mon, 06 Aug 2007 15:13:19 GMT  
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Don't put 4 fields in the same spot.

As for the harvesting animation, it only plays once for me as well; but atleast it does play so you know when you're inside the scriptzone. Not a major issue, I think the animation was supposed to be the same lenth of time as you set it to harvest. A different harvester script that loops the animation a certain number of times would be nice in the next scripts release (whenever that will be).

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