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Subject: scripts.dll 1.5.1/1.6

Posted by [jonwil](#) on Sun, 11 Apr 2004 01:51:43 GMT

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ok, thanks to vloknboky, we have a nice, fully functional script for doing AI harvesters without any limitations. You even get animations both at docking and while harvesting.

Looks very cool too.

Only thing is that the harvester doesnt get created at the WF, it spawns in the harvester bay of the refinery.

Not much that can be done about that.

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