
Subject: Harvesters?

Posted by [npadul30](#) on Fri, 15 Jun 2007 16:14:32 GMT

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Okay I learned how to make the harvester drivable. But now I was wondering, how do you make the harvester harvest tiberium and then be able to go back to the refinery and drop it off like the AI harvester? I was playing on C&C_Mutation Redux and it had an Harvy on it and when you went to the tiberium field you could harvest it and then a \$ sign would appear over the harvester to tell you that it was full.

Subject: Re: Harvesters?

Posted by [zunnie](#) on Fri, 15 Jun 2007 16:35:57 GMT

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JFW_resource_collector
JFW_resource_refinery
JFW_resource_field

Subject: Re: Harvesters?

Posted by [npadul30](#) on Fri, 15 Jun 2007 17:13:40 GMT

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Thanks! But what are they and how do I use them? I know they are scripts from JFW_Scripts.dll

Subject: Re: Harvesters?

Posted by [IronWarrior](#) on Fri, 15 Jun 2007 17:31:17 GMT

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npadul30 wrote on Fri, 15 June 2007 12:13 Thanks! But what are they and how do I use them? I know they are scripts from JFW_Scripts.dll

JFW_resource_collector < Make a script zone Script_Zone_All and place it where you wish to unload the tib to gain credits.

JFW_resource_refinery < Have no idea. lol.

JFW_resource_field < Make a script zone Script_Zone_All and place it over the tiberium field then add the script.

Subject: Re: Harvesters?

Posted by [zunnie](#) on Fri, 15 Jun 2007 17:34:29 GMT

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The scripts.dll from Jonwil has a readme.. i suggest you go through it, all this stuff is explained in detail in there

Subject: Re: Harvesters?

Posted by [npadul30](#) on Fri, 15 Jun 2007 18:49:49 GMT

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Thanks! Now, how do you get the \$ sign and the harvester arms to wrok as well?

Subject: Re: Harvesters?

Posted by [Cpo64](#) on Fri, 15 Jun 2007 20:05:11 GMT

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I believe thats a different script, its called something like resource_collector_animated. I can't recall the exact name tho, and I could be completely off the mark.

Subject: Re: Harvesters?

Posted by [crazfulla](#) on Mon, 18 Jun 2007 17:39:43 GMT

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Would reborn like to makea tutorial on this? I mean, he makes tuts about stuff like changing the Refinery tick rate which a monkey could do standing on it's head. I would appreciate it if you could do this dude, not all of us are complete novices.

Subject: Re: Harvesters?

Posted by [reborn](#) on Mon, 18 Jun 2007 17:41:30 GMT

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crazfulla wrote on Mon, 18 June 2007 13:39Would reborn like to makea tutorial on this? I mean, he makes tuts about stuff like changing the Refinery tick rate which a monkey could do standing on it's head. I would appreciate it if you could do this dude, not all of us are complete novices.

Added to my todo list, will be done by the end of the week, but I hope sooner.

Subject: Re: Harvesters?

Posted by [crazfulla](#) on Mon, 18 Jun 2007 17:46:07 GMT

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Reborn wrote on Mon, 18 June 2007 12:41crazfulla wrote on Mon, 18 June 2007 13:39Would reborn like to makea tutorial on this? I mean, he makes tuts about stuff like changing the Refinery tick rate which a monkey could do standing on it's head. I would appreciate it if you could do this dude, not all of us are complete novices.

Added to my todo list, will be done by the end of the week, but I hope sooner.
yay thanks. also not all of us make serverside mods. I do maps more to the point, so that kind of tut would come in handy for a map I'm making. I don't like to start a bazillion threads about my work but since Im on about it heres a screenie.