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Subject: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Mon, 25 Jun 2007 14:10:28 GMT  
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Asked Ren00b to make a tut on it somewhere but I lost that thread, some idiot keeps spamming topics....

anyways if anyone could provide a step by step guide/tutorial to setting them up would be greatly appreciated.

Thus far I have removed Disable\_Transition, setup the transitions themselves and set the seat count but it still isn't drivable. Does the harv model inside always.DAT serve this purpose? or what else could it be?

Also, I am makign a amp with 2 Tiberium fields. You can safely assume they are of different colours. The AI Harvy goes to the green one and player controlled ones should be able to go to either. Naturally blue would be double cred.

pl0x cover all this nubishness in the tutorial, its probably something small and stupid I'm missing -.-

<3

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Subject: Re: Harvesters (Player Controlled)  
Posted by [jnz](#) on Mon, 25 Jun 2007 14:44:29 GMT  
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set the model of the arty to the harv and remove the weapons

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Subject: Re: Harvesters (Player Controlled)  
Posted by [danpaul88](#) on Mon, 25 Jun 2007 15:00:20 GMT  
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NB: You will have to either create your own scripts to allow players to actually collect tiberium and get money for it, or use some existing ones (such as the apb ones perhaps)

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Mon, 25 Jun 2007 15:09:38 GMT  
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JFW\_Resource\_Collector etc. I believe.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [danpaul88](#) on Mon, 25 Jun 2007 15:58:41 GMT  
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Yes, but resource collector won't differentiate between a normal tiberium field and a blue tiberium field.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [zunnie](#) on Thu, 26 Jul 2007 21:23:52 GMT  
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It is really simple actually... You have two scriptzones, one for harvesting and the other to dump at, and the playerharvester has a script attached to it.

Make a script\_zone\_all at the dumparea and put JFW\_Resource\_Refinery on it  
Make a script\_zone\_all at the harvestzone and put JFW\_Resource\_Field on it  
Attach the script JFW\_Resource\_Collector to the playerharvester.  
When the playerharvester enters the harvestzone, the harvestzone will send a message to the playerharvester and it will start harvesting.  
When done harvesting the animation will pop up and the player should drive to the dumpzone.  
When the playerharvester enters the dumpzone, the dumpzone will send a message to the playerharvester and it will trigger a dump and reset the script so it can harvest a new load...

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Mon, 30 Jul 2007 18:42:58 GMT  
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Yeah I posted that I already got it in another thread. Thanks anyway.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Tue, 31 Jul 2007 00:59:09 GMT  
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Does anyone know where I can download the \$ animation for the harvester?

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Subject: Re: Harvesters (Player Controlled)  
Posted by [Tankkiller](#) on Tue, 31 Jul 2007 01:51:22 GMT  
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make your own. Its really simple. Just make box the size of a auto rifle. then make a texture in a \$ shape. Black the areas where the you DONT want visible. then use the magic wand and select the black area. Make that Alpha channeled. then export as dxt5. Then put the texture on the model, and on renegade texture menu put alpha blend under shaders, and uv map it correctly.

or just rip it from apb

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Thu, 02 Aug 2007 17:54:28 GMT  
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Or just use the one from Mutation Redux.....be sure to credit NeoSaber though.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 01:58:38 GMT  
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I got a question about JFW\_Resource\_Field

The first parameter is "cash"

Is that asking me how much the harvester will collect each time in the field, or how much the entire field is worth?

(Like if I put in 300, harvesters will only be able to harvest one time)

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 02:47:27 GMT  
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ran out of time to edit...

I just tried setting up player harvesting, but it messed up. I followed crazfulla's tutorial on Renhelp pretty much exactly.. the only difference is that I made my script zones green and yellow and he made is green and red.

Anyway, the problem I am facing is that first off:

A harvester enters the resource field zone. The arms of the harvester begin to animate symbolizing harvesting, but they only go through one cycle... That is the small problem.

The large problem is that even though they aren't animating, the harvester is still harvesting. I set the harvest to take 12 seconds to complete, but when those 12 seconds are up, the game crashes!

Does anyone know what is up?

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Fri, 03 Aug 2007 13:16:12 GMT  
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Check the custom sent after the 12 seconds is up, and the timer itself.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 20:46:06 GMT  
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I think I figured out the problem...

I think it is the dollar animation. Corrupted or what ever, makes the game crash.

When I click "make" in level editor, the program crashes.

..no one has a pre-made Dollar animation? I tried both Neo-saber's and APB's.... and I can't make my own.. don't have photoshop...

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Sat, 04 Aug 2007 07:26:39 GMT  
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Heres some screenies of my animation settings:

Works for me.

#### File Attachments

1) [dollar\\_anim\\_setup.JPG](#), downloaded 1458 times

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**Edit object**

General **Physics Model** Settings Dependencies Scripts

Physics Type: **DynamicAnimPhys**

Settings

ModelName  
dollar.w3d

— Animation Settings —

CollisionMode **NONE**

AnimationMode **LOOP**

AnimationName  
DOLLAR.DOLLAR

— Shadow Settings —

☐ CastsShadows

ShadowNearZ -1.000 meters (-1 for default)

ShadowFarZ -1.000 meters (-1 for default)

OK Cancel OK & Propagate...

**Edit object**

General Physics Model **Settings** Dependencies Scripts

Health 100.000

HealthMax 100.000

Skin **Blamo**

ShieldStrength 0.000

ShieldStrengthMax 0.000

Shield Type **Blamo**

DamagePoints 0.000

DeathPoints 0.000

TranslatedNameID

InfolconTextureFilename

Encyclopedia Type

OK Cancel

**Edit object**

General Physics Model **Settings** Dependencies Scripts

☐ NotTargetable

BullseyeOffsetZ 0.000

Radar Blip Type None

Animation

KilledExplosion

☒ DefaultHibernationEnable

☐ AllowInnateConversations

☐ UseCreationEffect

Orator Type

☐ IsEditorObject

☐ IsHiddenObject

Player Terminal Type <None>

OK Cancel OK & Propagate...

**Edit object**

General Physics Model Settings Dependencies **Scripts**

Below is the list of scripts assigned to the current object below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Destroy_Self_Timer	3.00,4321

**3 seconds**

Add... Modify... De...

OK Cancel

Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Sat, 04 Aug 2007 16:41:40 GMT  
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I don't think it is the settings, I think I just fixed up the model wrong... but when I view it in W3D viewer, it works fine <\_<

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Sun, 05 Aug 2007 03:55:40 GMT  
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Ok, I fixed the animation problem, not the arms animation loops. So I might just not apply the dollar if I can't find it. (Tested it and works fine without it)

Now the only problem I am having is this.

I know with these scripts I am using, I read that only 1 player harvester can harvest at a time, others cannot be in the field, or else they need to exit the field and re enter once the other player finishes.

But in APB, your able to use more than 1 player harvester in the same field at the same time. And upon inspection of the APB level editor, they use the same scripts that I used, not the RA scripts. (The ones that require dump animation)

I tried to make multiple tib zones (copied over eachother) but in game, they multiplied what the harvester holds.

For example, the harvester brings in 300, I put 4 fields in the same spot, the harvester deposited 1200.

So how do I fix that?

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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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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 16:07:51 GMT  
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No, I got the animation to loop.

You need to set the first frame to 0 and the last frame to -1

It loops until the harvester is "filled"

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Wed, 08 Aug 2007 16:53:03 GMT  
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oh neat ^\_^

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Subject: Re: Harvesters (Player Controlled)  
Posted by [BlazeDragoon](#) on Wed, 08 Aug 2007 17:19:02 GMT  
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Aww awesome found some things I wanted to know about this stuff in this thread. <3. Just got off of work I'll see if there's anything I can help with if you guys haven't already figured it all out=P.

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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Thu, 09 Aug 2007 13:45:42 GMT  
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Yeah we like, each figured parts out and viola! Harvy Rush!

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Subject: Re: Harvesters (Player Controlled)  
Posted by [Ryu](#) on Thu, 09 Aug 2007 14:36:52 GMT  
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crazfulla wrote on Thu, 09 August 2007 08:45Yeah we like, each figured parts out and viola!  
Harvy Rush!

Haha!

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Subject: Re: Harvesters (Player Controlled)  
Posted by [BlazeDragoon](#) on Thu, 16 Aug 2007 02:17:38 GMT

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Ever figure out how to get multiple players to be able to harvest at once:/?

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Subject: Re: Harvesters (Player Controlled)  
Posted by [Genesis2001](#) on Thu, 16 Aug 2007 02:55:43 GMT  
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afaik...It won't work. You need two 'field zones'...Same principal in APB..

-MathK1LL

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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 04:52:38 GMT  
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EEEE! I am having a major problem with the harvesters. And if it isn't fixed, it will be exploited beyond comprehension!

This is the problem. I followed the tutorials exactly, I even got the harvester arms to loop their animation. The problem I am having now is that players can harvest, harvest, harvest all the want! And then dump what they harvested!

This is what happens. My Green Tiberium fields are worth 500 Credits.

A harvester can go into that field, and fully harvest until the animation stops. (Meaning it is full)

When the animation stops it means it is full with the 500 credits. That works fine, they can exit the field and go back to the refinery and get their money.

But here lies the problem, the harvester, once it finishes harvesting, can exit the field, then RE-ENTER the field, and being harvesting AGAIN!

So lets say the harvester harvests from the field 2 times. Then heads back to the refinery. Remember one load of green tiberium is set to be 500, but if I harvested twice, it deposits 1000 credits instead.

The maximum amount of the field is multiplied by how many times I harvest from it!

IS there anyway to make it that your only allowed to harvest from the field one time?

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Subject: Re: Harvesters (Player Controlled)  
Posted by [BlazeDragoon](#) on Tue, 21 Aug 2007 21:20:27 GMT

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I can't get multiple to work. I've setup multiple zones with setup timers and tried setting up multiple scripts on one harvester and a few things and it never worked. Any suggestions/ideas? or am I going to have to stick with one harvester harvesting at a time:/.

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