Subject: Harvester controllers
Posted by cnc95fan on Sun, 17 Feb 2008 12:27:09 GMT

What are they and how do I get its "ID" in Level Edit....?

Subject: Re: Harvester controllers
Posted by crazfulla on Sun, 17 Feb 2008 14:36:20 GMT

Seriously Im not sure but I think Scudstorm used them...

File Attachments
1) harv_control.jpg, downloaded 696 times

Subject: Re: Harvester controllers
Posted by Gen_Blacky on Sun, 17 Feb 2008 17:12:48 GMT
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cnc95fan wrote on Sun, 17 February 2008 06:27What are they and how do I get its "ID" in Level Edit....?

The controller is used to control certain functions in the game like being able to buy upgrades , how much health the building has , changing msgs for destroying buildings.

The controller looks for a certain mesh prefix and applies it to that model.

The ref controller is used to control how much money the harv dumps, what vehicle is used for the ref , im guessing it has to do something with innate pathfind.

To find the id just double click the object , look at the tab called General and you should see your ID name.

Edit: Someone plz correct me if im wrong about controllers.

Subject: Re: Harvester controllers
Posted by cnc95fan on Sun, 17 Feb 2008 17:19:19 GMT
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I know that.... I need to know what a harvester controller is....

Subject: Re: Harvester controllers
Posted by Gen_Blacky on Sun, 17 Feb 2008 21:25:18 GMT
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I just told you what it is ?

mp_GDI_Refinery

mp_Nod_Refinery

plz explain your question better ?

Subject: Re: Harvester controllers
Posted by cnc95fan on Sun, 17 Feb 2008 21:40:21 GMT
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That's the refinery building controller, I need the harvester controller..

Subject: Re: Harvester controllers
Posted by Slave on Sun, 17 Feb 2008 23:03:08 GMT
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What makes you think there is one?

Subject: Re: Harvester controllers
Posted by mrÃ£Ã§Ä·z on Sun, 17 Feb 2008 23:48:15 GMT
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For what do you need a harveste controller? its only a vehicle wich

has some scripts to earn money, and follow waypaths. I think theres

no "Harvester Controller"

Subject: Re: Harvester controllers
Posted by crazfulla on Mon, 18 Feb 2008 01:51:43 GMT
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LOL. I confused the hell out of everyone, my bad.

I just learned somthing myself. The 'Control' is not a Building Controller but a script you attach to a daves arrow on your map. The script controls how many harvesters you are allowed at once, I suspect it is how APB differenciates between it's different Vehicle limits for Harvesters, Aircraft etc.

Subject: Re: Harvester controllers
Posted by Gen_Blacky on Mon, 18 Feb 2008 04:18:48 GMT
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yea why didn't you just ask that ....

Subject: Re: Harvester controllers
Posted by crazfulla on Mon, 18 Feb 2008 19:16:51 GMT
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Who me? I didnt start the thread.

Subject: Re: Harvester controllers
Posted by cnc95fan on Mon, 18 Feb 2008 22:26:04 GMT

He was talking to me >> Gen, I had/have no idea what a harvester controller was/still is. I still don't quite get the Daves' arrow..

Subject: Re: Harvester controllers
Posted by Gen_Blacky on Tue, 19 Feb 2008 03:19:26 GMT

daves arrow is a lazy way to attach scripts to make certain things happen like for instance

To destroying an object that destroys a building

attach "JFW_Custom_Destroy_Building" to the daves arrow.

Message = 8686537
ID = Id of the building you wish to destroy

attach the script "JFW_Death_Send_Custom" to the object that you want to destroy to kill the building.

ID = ID of the daves arrow
Message = 8686537
Param = 1

so when you destroy an object it kills the building.

Subject: Re: Harvester controllers
Posted by crazfulla on Tue, 19 Feb 2008 16:49:57 GMT

I meant I confused ppl by posting that picture.
Of course it was a joke...

Subject: Re: Harvester controllers
Posted by Jerad2142 on Mon, 25 Feb 2008 15:49:16 GMT

There is no "harvester controller" The refinery will automatically build the vehicle preset that is in its controller field. It then attaches a script that controls the harvester and moves it toward tib

zones. Pathfind is important for this and so are waypaths. Also the harvester will try to drive back to the refinery controller, so it is important to have pathfind.