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Subject: Harvester controllers

Posted by [cnc95fan](#) on Sun, 17 Feb 2008 12:27:09 GMT

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

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Subject: Re: Harvester controllers

Posted by [crazfulla](#) on Sun, 17 Feb 2008 14:36:20 GMT

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

### File Attachments

1) [harv\\_control.jpg](#), downloaded 850 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 06:27 What 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.

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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....

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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 ?

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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..

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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?

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Subject: Re: Harvester controllers  
Posted by [mr£ÄŠÄ-z](#) on Sun, 17 Feb 2008 23:48:15 GMT  
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For what do you need a harvester controller? its only a vehicle wich  
has some scripts to earn money, and follow waypaths. I think theres  
no "Harvester Controller"

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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 differentiates between it's different Vehicle limits for Harvesters, Aircraft etc.

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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 .....

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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.

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Subject: Re: Harvester controllers  
Posted by [cnc95fan](#) on Mon, 18 Feb 2008 22:26:04 GMT  
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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..

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Subject: Re: Harvester controllers  
Posted by [Gen\\_Blacky](#) on Tue, 19 Feb 2008 03:19:26 GMT  
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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.

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Subject: Re: Harvester controllers  
Posted by [crazfulla](#) on Tue, 19 Feb 2008 16:49:57 GMT  
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I meant I confused ppl by posting that picture.  
Of course it was a joke...

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Subject: Re: Harvester controllers  
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:49:16 GMT  
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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

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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.

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