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Subject: Animating harvester?

Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 20:34:29 GMT

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I want to animate a harvy while it is collecting tiberium, but i have no clue how :/ I know how to animate stuff and everything in renx, but I don't know how i can let the animation for tiberiumcollecting come back in renegade

thanks in advance

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Subject: Re: Animating harvester?

Posted by [danpaul88](#) on Sun, 24 Feb 2008 21:06:58 GMT

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Core patch 1 (or 2) already fixes the harvesters so that they animate when harvesting.

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Subject: Re: Animating harvester?

Posted by [Scrin](#) on Sun, 24 Feb 2008 21:08:14 GMT

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Di3 was talked about that harvester's claws

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Subject: Re: Animating harvester?

Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 21:12:03 GMT

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thats right

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Subject: Re: Animating harvester?

Posted by [danpaul88](#) on Sun, 24 Feb 2008 22:20:51 GMT

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And, as I said, they are animated in CP1 / CP2 already.

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Subject: Re: Animating harvester?

Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 22:45:12 GMT

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Ok you probably don't get what I am asking here -.-

I have created a new harvester in renx, so its not the original 1, so now i want to animate the new harvester while its harvesting.  
understand now ? lmao

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Subject: Re: Animating harvester?  
Posted by [Yrr](#) on Sun, 24 Feb 2008 22:59:08 GMT  
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Create animations named v\_nod\_hrvstr.v\_nod\_hrvstr / v\_gdi\_hrvstr.v\_gdi\_hrvstr

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Subject: Re: Animating harvester?  
Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 23:53:19 GMT  
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when i type v\_nod\_hrvstr.v\_nod\_hrvstr is says : dont know how to save as that type.. because of the '.'

EDIT its only v\_nod\_hrvstr and save it as hierachel animated model, lmao its easy thanks for your help it works now

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Subject: Re: Animating harvester?  
Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 00:51:13 GMT  
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As DieHardNL & DanPaul explained, the Animation is being fixed since scripts 2.xx as far as I remember (too lazy to browse the changelog on the forums). It works on the client side. No need to mod anything.

But you can add the original Scratch sound for harvesting (if possible):  
harvester\_tiberium\_scratch\_01.wav

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Subject: Re: Animating harvester?  
Posted by [Di3HardNL](#) on Mon, 25 Feb 2008 08:09:33 GMT  
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oh my god... is it that hard to understand i made my own new harv model? its not original harvester!!!!!!!!!!!!!!

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Subject: Re: Animating harvester?

Posted by [Scrin](#) on Mon, 25 Feb 2008 10:08:27 GMT

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ok, Di3 just get tiberian dawn harvester, and he need to know how possible animate his tiberium pinchers (claws) to make it works on tib field, when harv collect tiberium.

That harvester is not original ren's, that means without additional features its only model and wheels.

Di3 need to know how possible add animation features for claws in RenX also mesh reflections lol

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Subject: Re: Animating harvester?

Posted by [Reaver11](#) on Mon, 25 Feb 2008 10:37:31 GMT

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Scrin wrote on Mon, 25 February 2008 05:08ok, Di3 just get tiberian dawn harvester, and he need to know how possible animate his tiberium pinchers (claws) to make it works on tib field, when harv collect tiberium.

That harvester is not original ren's, that means without additional features its only model and wheels.

Di3 need to know how possible add animation features for claws in RenX also mesh reflections lol

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Oh do I see the sole survivor harvester with my skin

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Subject: Re: Animating harvester?

Posted by [Di3HardNL](#) on Mon, 25 Feb 2008 11:23:52 GMT

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i figured it out, and ts already working so i don't need any help anymore

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Subject: Re: Animating harvester?

Posted by [Scrin](#) on Mon, 25 Feb 2008 12:18:25 GMT

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Reaver11 wrote on Mon, 25 February 2008 04:37Scrin wrote on Mon, 25 February 2008 05:08ok, Di3 just get tiberian dawn harvester, and he need to know how possible animate his tiberium pinchers (claws) to make it works on tib field, when harv collect tiberium.

That harvester is not original ren's, that means without additional features its only model and wheels.

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Di3 need to know how possible add animation features for claws in RenX  
also mesh reflections lol

Oh do I see the sole survivor harvester with my skin

i made that ss from RenzorNitro mod, map is Nitrotobruk.lsd

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Subject: Re: Animating harvester?  
Posted by [Reaver11](#) on Mon, 25 Feb 2008 13:04:22 GMT  
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Hehe I know Scrin I made/put the mod together

Here DieHard is enjoying some tiberium

But lets get to business,

I have worked out all the stats for the harvester and it proves a big difficulty a wheeled harvester cant turn on a point.

This will make it difficult for the harvester to dump the booty.

Anyways I cant fix the animation I dont really know how to Ill send the gmax/w3d/tga files of the harvester to DiehardNL.

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Subject: Re: Animating harvester?  
Posted by [The Executor](#) on Mon, 25 Feb 2008 13:30:16 GMT  
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How do you get the harvester claws to animate when making a player driavable harvester?

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Subject: Re: Animating harvester?  
Posted by [Scrin](#) on Mon, 25 Feb 2008 13:56:47 GMT  
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Reaver11 wrote on Mon, 25 February 2008 07:04Hehe I know Scrin I made/put the mod together

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Here DieHard is enjoying some tiberium

But lets get to business,

I have worked out all the stats for the harvester and it proves a big difficulty a wheeled harvester cant turn on a point.

This will make it difficult for the harvester to dump the booty.

omg, nice wheels rotation m8  
and use this uploader site---> <http://www.megaupload.com/ru/>  
and very good and free

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Subject: Re: Animating harvester?  
Posted by [Di3HardNL](#) on Mon, 25 Feb 2008 14:18:39 GMT  
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i love the first screenshot pretty shiny, and i'll do the animation for you no problems your hummvee looks top quality to!

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Subject: Re: Animating harvester?  
Posted by [Reaver11](#) on Mon, 25 Feb 2008 16:03:51 GMT  
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Di3HardNL wrote on Mon, 25 February 2008 08:18i love the first screenshot pretty shiny, and i'll do the animation for you no problems your hummvee looks top quality to!

It is not my humvee it is from the sole survivor mod, they made such a nice models!

Anyways that harvester is currently player controlled because as you can see on the 2nd screenshot it is not really turning I can maybe advert this by setting the second last waypoint way ahead of the ref.

MSwindows

Use this renhelp tutorial I tried it and it works perfectly!

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=116>

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Subject: Re: Animating harvester?

Posted by [The Executor](#) on Mon, 25 Feb 2008 16:40:44 GMT

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Dosent work for me! It only turns on for a sec however grrrr

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