Need help with:

```cpp
gmscripts.cpp
void MDB_SSGM_Harvester::Custom(GameObject *obj, int message, int param, GameObject *sender) {
 if (Settings->LogHarvesterEvents) {
  if (message == 0x52520001)
  {
   if (Get_Object_Type(obj) == 1)
   {
    FDSMessage(StrFormat("The GDI Harvester is now docking and
unloading."),"_HARVESTER");
    Create_2D_WAV_Sound_Team("m00evag_dsgn0047i1evag_snd.wav",1);
   }
   else
   {
    FDSMessage(StrFormat("The Nod Harvester is now docking and
unloading."),"_HARVESTER");
    Create_2D_WAV_Sound_Team("m00evan_dsgn0042i1evan_snd.wav",0);
   }
  }
  else if (message == 0x52520000)
  {
   if (Get_Object_Type(obj) == 1)
   {
    FDSMessage(StrFormat("The GDI Harvester is collecting Tiberium."),"_HARVESTER");
   }
   else
   {
    FDSMessage(StrFormat("The Nod Harvester is collecting Tiberium."),"_HARVESTER");
   }
  }
  else if (message == 0x52520002)
  {
   if (Get_Object_Type(obj) == 1)
   {
    FDSMessage(StrFormat("The GDI Harvester is returning to the Refinery."),"_HARVESTER");
   }
   else
   {
    FDSMessage(StrFormat("The Nod Harvester is returning to the Refinery."),"_HARVESTER");
   }
  }
  else if (message == 0x52520003)
```

```
  {
   if (Get_Object_Type(obj) == 1)
   {
    FDSMessage(StrFormat("The GDI Harvester is heading for Tiberium."),"_HARVESTER");
   }
   else
   {
    FDSMessage(StrFormat("The Nod Harvester is heading for Tiberium."),"_HARVESTER");
   }
  }
 }
}
```

gmscripts.h
class MDB_SSGM_Harvester : public MDB_SSGM_Vehicle {
 void Created(GameObject *obj);
 void Damaged(GameObject *obj, GameObject *damager, float damage);
 void Timer_Expired(GameObject *obj, int number);
 void Custom(GameObject *obj, int message, int param, GameObject *sender);
 bool PlayDamage;
};

but i dont work, the LogHarvesterEvents settings is true

Subject: Re: C++ harvester
Posted by cAmpa on Thu, 01 Sep 2011 12:42:10 GMT
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No idea where you get my code from, but the messages are new so you would need my dll to fix it.

Subject: Re: C++ harvester
Posted by SODPaddy on Thu, 01 Sep 2011 12:47:28 GMT
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its SSGM2.0.2XWFDS from Xpert

Subject: Re: C++ harvester
Posted by Gen_Blacky on Thu, 01 Sep 2011 13:39:22 GMT
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Pelzmann wrote on Thu, 01 September 2011 05:47its from Hex`s SSGM2.0.2XWFDS

LOL

Subject: Re: C++ harvester
Posted by SODPaddy on Thu, 01 Sep 2011 16:37:15 GMT
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Gen_Blacky wrote on Thu, 01 September 2011 15:39Pelzmann wrote on Thu, 01 September 2011 05:47its from SSGM2.0.2XWFDS

LOL

very useful.