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Subject: Harvester kill logs

Posted by [iRANian](#) on Fri, 21 Sep 2012 12:59:42 GMT

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If someone gets killed by a Harvester BRenBot prints to IRC that he was killed in a Tiberium field.

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Subject: Re: Harvester kill logs

Posted by [danpaul88](#) on Fri, 21 Sep 2012 14:12:15 GMT

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Tiberium Field is the default death message used when there is no killer specified in the gamelog. It possibly also shows that when someone dies of fall damage.

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Subject: Re: Harvester kill logs

Posted by [Major-Payne](#) on Sun, 23 Sep 2012 00:15:54 GMT

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It used to specify in IRC in the past that people got ran over by the harvester, in BRenbot at least.

Quote:(04.07.02(%nikki6ixx)@ channel #jason761: i just stay in for 20 mins or so

(04:07:07) (@n00bsvr02) nikki6ixx was ran over by the GDI Harvester.

(04:07:09) (%nikki6ixx) to try to get people in

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