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Subject: manual harvesting scripts

Posted by [Stallion](#) on Sun, 16 Feb 2014 17:52:07 GMT

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I set up my player controlled harvesters with zunnies z\_med scripts and had it working, but since the update they have been taken out and now the only ones I can find to do the same thing are JFW's resource scripts, but I can't figure out what half of the stuff does.

John (or anyone else that knows how they work), PLEASE give me basic examples of what goes in each slot on them.

JFW\_Resource\_Collector

Collected\_Mesage (it reads this way)

Refinery\_Message

Cash\_Limit

Cash\_Type

Entire\_Team

JFW\_Resource\_Field

Cash

Time

TimerNum

Collected\_Preset

Collected\_Preset\_Distance

Collected\_Message

Nod\_Preset

GDI\_Preset

StartHarvest

StopHarvest

JFW\_Resource\_Refinery

Refinery\_Message

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Subject: Re: manual harvesting scripts

Posted by [Ethenal](#) on Sun, 16 Feb 2014 19:47:49 GMT

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I dunno, if you got as far as setting up Visual Studio and compiling scripts.dll then you can probably add his scripts back in. They were only removed because there were a bunch of scripts that were all created by zunnie with very specific applications to his maps, and removing them from the scripts probably cut a significant amount from the compile time.

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Subject: Re: manual harvesting scripts

Posted by [danpaul88](#) on Sun, 16 Feb 2014 21:58:13 GMT

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What exactly do you need the scripts to do? The dp88\_Ore\_Miner set of scripts is well documented and quite flexible, might do what you need (although it has "Ore" in the name it works perfectly well for tiberium too, just change the "resource name" in the script)

[http://www.danpaul88.co.uk/ttdocs/classdp88\\_\\_ore\\_\\_miner.html](http://www.danpaul88.co.uk/ttdocs/classdp88__ore__miner.html)

[http://www.danpaul88.co.uk/ttdocs/classdp88\\_\\_ore\\_\\_dump\\_\\_zone.html](http://www.danpaul88.co.uk/ttdocs/classdp88__ore__dump__zone.html)

[http://www.danpaul88.co.uk/ttdocs/classdp88\\_\\_ore\\_\\_field.html](http://www.danpaul88.co.uk/ttdocs/classdp88__ore__field.html)

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**Subject: Re: manual harvesting scripts**

Posted by [jonwil](#) on Mon, 17 Feb 2014 00:38:55 GMT

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Yes, the dp88\_ore scripts are the best ones to use.

Writing a tutorial on how to use them (i.e. how the mods have them set up at this point) is on my todo list.

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**Subject: Re: manual harvesting scripts**

Posted by [Stallion](#) on Wed, 05 Mar 2014 02:01:43 GMT

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jonwil wrote on Sun, 16 February 2014 19:38 Yes, the dp88\_ore scripts are the best ones to use. Writing a tutorial on how to use them (i.e. how the mods have them set up at this point) is on my todo list.

can't wait

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