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Subject: Re: Setting up player controlled harvesters  
Posted by [Tankkiller](#) on Sun, 15 Jul 2007 03:55:57 GMT  
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jonwil wrote on Wed, 11 July 2007 04:27 Note that the RA\_xxx scripts require that the harvester model have at least 2 animations (they can be the same animation with 2 different names though). One is used for harvest and one is used for dump.

Wow! I start using that with my new server side harvester I rigging.

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