
Subject: Re: Setting up player controlled harvesters
Posted by [crazfulla](#) on Mon, 16 Jul 2007 07:44:16 GMT
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I managed to set them up with the following:

JFW_Resource_Collector - attached to both Harvester presets.
JFW_Resource_Field - attached to Script Zone at the Tib Field.
JFW_Resource_Refinery - attached to Script Zone at Refinery Dump.
JFW_Destroy_Self_Timer - Attached to 'Dollar Sign' animation.
(to destroy it once it had played it's animation)
JFW_Play_Sound - Attached to 'Dollar Sign' animation.
(to play a sound whilst the animation plays)

I may write a proper tutorial for RenHelp about this.

Only problem is, when the Harvester enters the Resource Field Script Zone, the "Harvesting" animation (moving claws) only plays once - ie does not loop until it stops harvesting. Anyone have an idea why this may be?
