
Subject: Re: Harvesters (Player Controlled)
Posted by [zunnie](#) on Thu, 26 Jul 2007 21:23:52 GMT
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It is really simple actually... You have two scriptzones, one for harvesting and the other to dump at, and the playerharvester has a script attached to it.

Make a script_zone_all at the dumparea and put JFW_Resource_Refinery on it
Make a script_zone_all at the harvestzone and put JFW_Resource_Field on it
Attach the script JFW_Resource_Collector to the playerharvester.
When the playerharvester enters the harvestzone, the harvestzone will send a message to the playerharvester and it will start harvesting.
When done harvesting the animation will pop up and the player should drive to the dumpzone.
When the playerharvester enters the dumpzone, the dumpzone will send a message to the playerharvester and it will trigger a dump and reset the script so it can harvest a new load...
