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Subject: Re: Harvesters (Player Controlled)  
Posted by [R315r4z0r](#) on Fri, 03 Aug 2007 02:47:27 GMT  
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ran out of time to edit...

I just tried setting up player harvesting, but it messed up. I followed crazfulla's tutorial on Renhelp pretty much exactly.. the only difference is that I made my script zones green and yellow and he made is green and red.

Anyway, the problem I am facing is that first off:

A harvester enters the resource field zone. The arms of the harvester begin to animate symbolizing harvesting, but they only go through one cycle... That is the small problem.

The large problem is that even though they aren't animating, the harvester is still harvesting. I set the harvest to take 12 seconds to complete, but when those 12 seconds are up, the game crashes!

Does anyone know what is up?

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