
Subject: Re: Harvesters (Player Controlled)
Posted by [R315r4z0r](#) on Sun, 05 Aug 2007 03:55:40 GMT
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Ok, I fixed the animation problem, not the arms animation loops. So I might just not apply the dollar if I can't find it. (Tested it and works fine without it)

Now the only problem I am having is this.

I know with these scripts I am using, I read that only 1 player harvester can harvest at a time, others cannot be in the field, or else they need to exit the field and re enter once the other player finishes.

But in APB, your able to use more than 1 player harvester in the same field at the same time. And upon inspection of the APB level editor, they use the same scripts that I used, not the RA scripts. (The ones that require dump animation)

I tried to make multiple tib zones (copied over eachother) but in game, they multiplied what the harvester holds.

For example, the harvester brings in 300, I put 4 fields in the same spot, the harvester deposited 1200.

So how do I fix that?
