
Subject: C++ harvester

Posted by [SODPaddy](#) on Thu, 01 Sep 2011 11:42:33 GMT

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Need help with:

```
gmscripts.cpp
void MDB_SSGM_Harvester::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
    if (Settings->LogHarvesterEvents) {
        if (message == 0x52520001)
        {
            if (Get_Object_Type(obj) == 1)
            {
                FDSMessage(StrFormat("The GDI Harvester is now docking and
unloading."), "_HARVESTER");
                Create_2D_WAV_Sound_Team("m00evag_dsgn0047i1evag_snd.wav", 1);
            }
            else
            {
                FDSMessage(StrFormat("The Nod Harvester is now docking and
unloading."), "_HARVESTER");
                Create_2D_WAV_Sound_Team("m00evan_dsgn0042i1evan_snd.wav", 0);
            }
        }
        else if (message == 0x52520000)
        {
            if (Get_Object_Type(obj) == 1)
            {
                FDSMessage(StrFormat("The GDI Harvester is collecting Tiberium."), "_HARVESTER");
            }
            else
            {
                FDSMessage(StrFormat("The Nod Harvester is collecting Tiberium."), "_HARVESTER");
            }
        }
        else if (message == 0x52520002)
        {
            if (Get_Object_Type(obj) == 1)
            {
                FDSMessage(StrFormat("The GDI Harvester is returning to the Refinery."), "_HARVESTER");
            }
            else
            {
                FDSMessage(StrFormat("The Nod Harvester is returning to the Refinery."), "_HARVESTER");
            }
        }
        else if (message == 0x52520003)
```

```
{
if (Get_Object_Type(obj) == 1)
{
FDSMessage(StrFormat("The GDI Harvester is heading for Tiberium."), "_HARVESTER");
}
else
{
FDSMessage(StrFormat("The Nod Harvester is heading for Tiberium."), "_HARVESTER");
}
}
}
}
```

gmscripts.h

```
class MDB_SSGM_Harvester : public MDB_SSGM_Vehicle {
void Created(GameObject *obj);
void Damaged(GameObject *obj, GameObject *damager, float damage);
void Timer_Expired(GameObject *obj, int number);
void Custom(GameObject *obj, int message, int param, GameObject *sender);
bool PlayDamage;
};
```

but i dont work, the LogHarvesterEvents settings is true
