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Subject: manual harvesting scripts

Posted by [Stallion](#) on Sun, 16 Feb 2014 17:52:07 GMT

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I set up my player controlled harvesters with zunnies z\_med scripts and had it working, but since the update they have been taken out and now the only ones I can find to do the same thing are JFW's resource scripts, but I can't figure out what half of the stuff does.

John (or anyone else that knows how they work), PLEASE give me basic examples of what goes in each slot on them.

JFW\_Resource\_Collector

Collected\_Mesage (it reads this way)

Refinery\_Message

Cash\_Limit

Cash\_Type

Entire\_Team

JFW\_Resource\_Field

Cash

Time

TimerNum

Collected\_Preset

Collected\_Preset\_Distance

Collected\_Message

Nod\_Preset

GDI\_Preset

StartHarvest

StopHarvest

JFW\_Resource\_Refinery

Refinery\_Message

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