

---

Subject: Re: manual harvesting scripts

Posted by [Ethenal](#) on Sun, 16 Feb 2014 19:47:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I dunno, if you got as far as setting up Visual Studio and compiling scripts.dll then you can probably add his scripts back in. They were only removed because there were a bunch of scripts that were all created by zunnie with very specific applications to his maps, and removing them from the scripts probably cut a significant amount from the compile time.

---