Subject: Script help
Posted by Spetz5 on Sat, 24 Jun 2006 18:17:40 GMT

Can anyone help me with these 3 scripts?

JFW_Resource_Collector
Collect_Message -
Refinery_Message -
Cash_Limit -
Cash_Type -
Entire_Team -

JFW_Resource_Field
Cash -
Time -
Timenum -
Collected_Preset -
Collected_Preset_Distance -
Nod_Preset -
GDI_Preset -
StartHarvest -
StopHarvest -

JFW_Resource_Refinery
Refinery_Message -

What do they do? What am I suposed to put for the sub headings? and how do I use them for
say... a player controlled harvester? If that's even possible.