## Subject: ActionParamsStruct
Posted by Genesis2001 on Sat, 13 Dec 2008 00:53:39 GMT
View Forum Message <> Reply to Message

How would I use the ActionParamsStruct to get the status of the Harvester on maps?

I'm trying to do something like Black-Cell has with Dragonade with their harvester indicators in the vehicle factories. :/

Thanks in advance.

## Subject: Re: ActionParamsStruct
Posted by nopol10 on Sat, 13 Dec 2008 08:23:17 GMT
View Forum Message <> Reply to Message

Maybe this custom has something to do with how the status is detected:
#define CUSTOM_EVENT_ARRIVED_AT_DOCK 1000000003 //this one is sent when the thing gets to the dock