Take a look at the readmes included in the scripts.dll download.

Quote:JFW_Resource_Field (when entered by a resource collecter, a timer is started and a flag is cleared. If the resource collecter exits before the timer goes off, the flag is set. When the timer goes off, if the flag is clear, it will send a cash amount to the resource collecter)
 Cash (how much cash this field is worth)
 Time (how long the timer should run for before it grants the cash, i.e. the "resource collection time")
 TimerNum (what number to use for the timer)
 Collected_Preset (this preset will be created when the timer trips. Attach a "destroy this after a short time" script to it)
 Collected_Preset_Distance (how far in units from the harvester the Harvested_Preset should appear. It will be created in a straight line from the direction the harvester is facing)
 Collected_Message (what message to send to the resource collecter to record the cash amount)
 Nod_Preset (the preset name of the Nod Resource Collector)
 GDI_Preset (the preset name of the GDI Resource Collector)
 StartHarvest (the message to send to the harvester when harvesting starts)
 StopHarvest (the message to send to the harvester when harvesting stops)
Use the last 2 with e.g. JFW_Enable_Disable_Animation_On_Custom to make the harvester animate while it's harvesting
n.b., if there is already a resource collector in the zone, any zone entry events by other resource collectors will be ignored (so if the original collector leaves, the new collector then has to leave and re-enter to trigger the start of collection)

JFW_Resource_Collector (this should go on the resource collecter preset to make it work)
 Collected_Mesasge (what message will be sent to record the cash amount)
 Refinery_Message (what message will be sent by the refinery to identify that the refinery has been entered, when this is recieved, it will give the current cash total to the player)
 Cash_Limit (do not let the total cash amount get any larger than this, 0 = no limit)
 Cash_Type (how to record cash, 0 = when someone gets in, reset cash figure, 1 = when someone other than the person who was last in gets in, reset the cash amount, 2 = never reset the cash amount, 3 = same as 2 except it will reset the cash amount every time a "harvested" message is sent)
 Entire_Team (give to entire team or only to player, 0 = player, 1 = team
The cash amount is of course always reset when the refinery is triggered and the cash is delivered to the player.

JFW_Resource_Refinery (this handles the refinery, when it's entered, it sends a message to the resource collecter which then gives the correct cash amount to the player)
 Refinery_Message (what message to send to the resource collecter to identify that the refinery has been entered)
Make sure you make the zone big enough for these 3 scripts. Use JFW_Debug_Text_File to identify if the zone entry trigger is triggering or not.
Also, make sure that you set the script zones for the field and refinery to "check stars only" = off

(otherwise, it won't trigger on the vehicle, only on its occupant.
A good way to make sure that it's triggering on the vehicle is to put a vehicle into your map at startup and use JFW_Debug_Text_File on the zone. If it's working, you
should see the ID of the vehicle you put at startup in the log file, in addition to the ID of the player.
BTW, you can also use a specific infantry unit as a valid preset name and it will still work as long as the infantry preset has the JFW_Resource_Collector attached and as long as the refinery and field are set up right

---