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Subject: Re: Valid Preset Silo's  
Posted by [Reaver11](#) on Wed, 03 Mar 2010 09:26:01 GMT  
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You could though modify a random object in the objects tree -  
> Objects -> simple -> Simple\_DSAPO\_versions (in le that is)

Then give it the enc\_nsil.w3d. Though as far as I know GDI doesnt have one.

So this way you could pyhsically create a silo.

If I'm correct this is all server-side possible for the Nod silo.  
The GDI silo isnt Im affraid.

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