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Subject: A LE bug with 4.0?

Posted by [roszek](#) on Tue, 27 Dec 2011 15:15:31 GMT

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I made a map using 4.0 and added silos, noticed that the normal docking animation didn't work on the refineries. After screwing around a bit I was able to get the animation to work again but only after deleting the silo's building controller, and if I put the controller back the animation would stop working again.

The silo controllers were made in the usual fashion, by temping the ref building controllers and setting building type to none and having no vehicles for harvester.

I never had this problem until I started using TT 4.0. Any ideas as to what I'm doing wrong?

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