Subject: Re: Looking for a silo script for level in LE
Posted by Gen_Blacky on Tue, 12 Nov 2013 23:34:31 GMT

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attach_script_once to the object that's acting as a silo using the object hook.

that's weird if your attaching a script to an object on the map in le and its not working.

temp building controllers presets should work server side if I remember correctly.

with 4.0 you can add your custom maps and the client will download it.