Subject: Re: Looking for a silo script for level in LE
Posted by Kamuix on Wed, 13 Nov 2013 01:13:34 GMT
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Thanks for replying but yea I made a mistake but i think i figured it out, the script has to be attached to the player himself instead of the object, my command script I thought attached it to the object created but it was set to the player. My stupid mistake

But i don't think theres a way to attach a script to a player through LE ill mess with the text files Dave Arrow things

Edit: earlier i tried making a temp controlling from tib refinery, crashed the client =\

All the other existing single player silo and refinery controllers are fake too =\ I even tried deleting the "Sp_Silo_Nod" buildcontroller and added a preset from the MPref and called it "Sp_Silo_Nod" so it wouldn't be an added preset but an existing one giving me the refinery options, still crashed