
Subject: Re: scripts.dll 4.3 progress update
Posted by [dblancey1](#) on Wed, 14 Dec 2016 21:59:46 GMT
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iRANian wrote on Wed, 14 December 2016 14:29 Very cool! Would it also be possible to add the Tiberium Silo to the team information screen?

Its a bit weird with silos as some maps use Refinery controllers and others use generic building controllers.
