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Subject: Tib silo problem ... >\_>  
Posted by [R315r4z0r](#) on Wed, 20 Sep 2006 19:28:42 GMT  
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Ok, All I want are tiberium silos in my map. I got the modles but I am having problems:

-If I put the modles in the map on RenX, and export them, your able to see them in LE, but when you export it to renegade and play it ingame, they don't appear.

-If I place the silos in as Tiles in LE, they appear ingame, but the the building controller doesn't read it, and I can't target or hurt them

-If I add them in as a terrain in LE (Then enable terrain selectable) I move them, and they fall to pieces.

I don't understand why this is happening. If that isn't detailed enough, here:  
<http://files.filefront.com/TiberiumSiloszip/;5524903;/fileinfo.html>  
Those are the silo modles I am using.

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Subject: Re: Tib silo problem ... >\_>  
Posted by [Kamuix](#) on Thu, 21 Sep 2006 02:51:40 GMT  
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Make sure you place the model in you're mod folder

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Subject: Re: Tib silo problem ... >\_>  
Posted by [matty3k10](#) on Thu, 21 Sep 2006 15:33:38 GMT  
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Make the silo a vehicle.

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Subject: Re: Tib silo problem ... >\_>  
Posted by [LR01](#) on Thu, 21 Sep 2006 17:13:54 GMT  
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you may want to try these silo files  
<http://www.cnc-source.com/files/pafiledb.php?action=file&id=218>

and you dont move building once you are in LE, that is a Renx part

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Subject: Re: Tib silo problem ... >\_>  
Posted by [R315r4z0r](#) on Thu, 21 Sep 2006 17:26:54 GMT

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I don't want to use exploding modles, cause they require replacing the temps and stuff... I don't want to do that.

What I'm gunna do (Dought it will work) is in RenX, move the silos where I want them, then export them seperatly. Then add them on as a new terrain.

EDIT: YAAAAY I fixed it

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Subject: Re: Tib silo problem ... >\_>  
Posted by [Halo38](#) on Fri, 22 Sep 2006 17:36:12 GMT  
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LR01 wrote on Thu, 21 September 2006 13:13you may want to try these silo files  
<http://www.cnc-source.com/files/pafiledb.php?action=file& ;amp ;amp ;id=218>

Iknow you've fixed the problem but for anyone else thinking of using silos in your map I highly recommend using neo sabers exploding ones (link above) they are the most painless way to do it and you get a full well written tutorial in the download, they worked first time for me.

Edit: I think there was only one problem, the nod silo temp was still named "Nod Tiberium Refinery" which is easy to change.

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Subject: Re: Tib silo problem ... >\_>  
Posted by [R315r4z0r](#) on Fri, 22 Sep 2006 19:56:00 GMT  
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And also, just make sure if you want to use those modles, work out the controllers FIRST THING when you start out in Lvl edit. (Cause it requires you to replace your temps. If you do it later in the map, you will end up destroying your map with temped things that are no longer there)  
^^^

That is the reason I couldn't use them.

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