
Subject: Valid Preset Silo's

Posted by [T0tNI](#) on Tue, 02 Mar 2010 23:55:07 GMT

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mp_nod_tiberium_silo

Is this an valid preset name? Because I'm using it with lua tried with Create_Object --. Doesn't make anything

Subject: Re: Valid Preset Silo's

Posted by [GEORGE ZIMMER](#) on Wed, 03 Mar 2010 01:31:53 GMT

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I don't think there are MP silos set up. You'd have to set them up yourself. You can check a list of presets in Level Editor.

Subject: Re: Valid Preset Silo's

Posted by [Omar007](#) on Wed, 03 Mar 2010 07:49:45 GMT

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You cannot setup buildings by calling the controller in Create_Object() afaiK

I believe it only works on 'Physical GameObjects'.

EDIT: Comment given in Scripts.dll: Create_Object; //tested. Dont use on objects that arent PhysicalGameObjs

If you want the model to show you'll have to create the object itself not the building controller
The object itself though, is placed on the map with regular structures. I havent looked to silo's before but they should work the same way. With other words, if it isnt present on the map, you cant create it directly.

You would have to either make a map with it or do stuff indirectly. (still requires map change)

Subject: Re: Valid Preset Silo's

Posted by [Reaver11](#) on Wed, 03 Mar 2010 09:26:01 GMT

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You could though modify a random object in the objects tree -
> Objects -> simple -> Simple_DSAP0_versions (in le that is)

Then give it the enc_nsil.w3d. Though as far as I know GDI doesnt have one.

So this way you could pyhsically create a silo.

If I'm correct this is all server-side possible for the Nod silo.

The GDI silo isnt Im affraid.

Subject: Re: Valid Preset Silo's
Posted by [Omar007](#) on Wed, 03 Mar 2010 10:38:01 GMT
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It still wont work as real silo with building controller if he doesnt add one.
And afaik this can only be added on the map itself not with scripts. (atleast not with existing ones atm)

Subject: Re: Valid Preset Silo's
Posted by [reborn](#) on Wed, 03 Mar 2010 10:45:10 GMT
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You can add a controller to the map when the map loads, you just can't add it on-the-fly (unless clients rejoin). I think... It's been a while since I looked at building controllers.

Subject: Re: Valid Preset Silo's
Posted by [Omar007](#) on Wed, 03 Mar 2010 11:19:11 GMT
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reborn wrote on Wed, 03 March 2010 11:45You can add a controller to the map when the map loads, you just can't add it on-the-fly (unless clients rejoin). I think... It's been a while since I looked at building controllers.
Hooks inc

Or SSGM plugin
