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Subject: Looking for a silo script for level in LE  
Posted by [Kamuix](#) on Tue, 12 Nov 2013 22:55:24 GMT  
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So i'm trying to add silos to some serverside maps i'm making and since it's serverside i cannot add new presets and use a silo controller. The silos are objects

GTH\_Credit\_Trickle and JFW\_Refinery work when used inside a command though SSGM like !build silo and the script works but for some reason when i pre attach the script to an ingame silo they don't seem to do anything =\

any suggestions?

Thanks for any help !!

thought ide ask here before trying other things but ill try using things under daves arrow I didnt think of that

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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.

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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

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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

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