
Subject: Tib silo problem ... >_>
Posted by [R315r4z0r](#) on Wed, 20 Sep 2006 19:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 dosn'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.
