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 ;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.