
Subject: Re: Valid Preset Silo's
Posted by [Omar007](#) on Wed, 03 Mar 2010 10:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

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)
