**Subject: Tib Silos**
Posted by --oo00o00oo-- on Sat, 11 Oct 2003 17:06:42 GMT
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which biulding conrtol do i use and what setting do i change to what?
everytime i try it just either crashes or just doesnt plain work.

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**Subject: Tib Silos**
Posted by Cpo64 on Sat, 11 Oct 2003 17:18:30 GMT
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You will probaly have to make your own building controler, but I am not completly sure.

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**Subject: Tib Silos**
Posted by Beanyhead on Sat, 11 Oct 2003 17:20:56 GMT
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Neither.  You'll probably make it a vehicle, and attache the trickle script.

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**Subject: Tib Silos**
Posted by Cpo64 on Sat, 11 Oct 2003 17:31:07 GMT
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Hmm... well, I guess that could work... But I was figuren you would make a refinary controler, and
yeah... set it up from there. Does that no work?

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**Subject: Tib Silos**
Posted by OrcaPilot26 on Sat, 11 Oct 2003 17:49:08 GMT
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copying the refinery controller works

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**Subject: Tib Silos**
Posted by --oo00o00oo-- on Sat, 11 Oct 2003 17:54:02 GMT
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i copied the ref control once and i crossed the map to check out the gdi base and i had 20 harvs
outside of WF

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**Subject: Tib Silos**
Posted by Cpo64 on Sat, 11 Oct 2003 18:01:00 GMT
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:crazy:

Hmm, intresting...

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**Subject: Tib Silos**
Posted by NeoSaber on Sat, 11 Oct 2003 18:41:09 GMT
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To turn a refinery controller into a silo controller, set the Building Type to None and Harvester to None. If those aren't changed you get the problem where harvesters are constantly created.

---

**Subject: Tib Silos**
Posted by --oo00o00oo-- on Mon, 13 Oct 2003 14:28:02 GMT
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i turned  refinery controller into a silo controler, set the 2 thing s to none. it worked, i didnt harv multiple harvs running out. in facti didnt get any harv to come out and my original ref didnt work anymore, buti got 4 credits per second. is there a tutorail on tib silos somewhere?

---

**Subject: Tib Silos**
Posted by --oo00o00oo-- on Mon, 13 Oct 2003 14:35:54 GMT
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BeanyheadNeither.  You'll probably make it a vehicle, and attache the trickle script.
where do i find this trickle script?

---

**Subject: Tib Silos**
Posted by xpontius on Mon, 13 Oct 2003 15:39:34 GMT
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What they mentioned about the modifying the ref controller is right.  But did u temp the ref controller instead of mod it?  If not then you maybe put the silo controller in the ref.

---

**Subject: Tib Silos**
Posted by --oo00o00oo-- on Mon, 13 Oct 2003 17:09:55 GMT
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hey ty. i got the control in and working. one thing, how do a make the moel of th oil derrick targetable, so it may be killed and so forth? and i named the mesh prefix the same as the models mesh prefix. mnoil and mgoil

---

## Subject: Tib Silos
Posted by Cpo64 on Mon, 13 Oct 2003 17:35:13 GMT
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you have the proper nameing format?

---

## Subject: Tib Silos
Posted by --oo00o00oo-- on Tue, 14 Oct 2003 00:59:42 GMT
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i believe so. the objects in the GDI_refinery group are all named mgref_extior01 and so on. so i named all my objects mgoil_ext01 and mnoil_ext01 and so on.

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## Subject: Tib Silos
Posted by Cpo64 on Tue, 14 Oct 2003 02:26:05 GMT
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Here, strait out of the WS how to's...

Quote:Exterior Meshes

Meshes that are part of the exterior of a building should be named like this:

<MeshPrefix> ^ <unique mesh name>


symbol indicates that it is an exterior mesh.

Interior Meshes

Meshes that are part of the interior of a building should be named like this:

<MeshPrefix> # <unique mesh name>


mesh names must be less than 16 characters long.

When a bullet hits either an interior or exterior mesh of the building, damage will be applied to the logical building controller.

Subject: Tib Silos
Posted by --oo00o00oo-- on Tue, 14 Oct 2003 09:40:10 GMT
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i can get the one extra credit to come in, but i cant figure out how to make th model of the oil derrick targetable. the meshes are named right and nontargetable is not checked. any thoughts anyone?

Subject: Tib Silos
Posted by General Havoc on Tue, 14 Oct 2003 15:15:19 GMT
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You need to edit the seettings of the building controller you used to read "MNOIL" instead of "NMREF" or whatever you used. If you are making a MIX format map then you MUST temp the preset before you use it. The building controller shoul intersect the oil derrick so it goes about half way into the building.

Subject: Tib Silos
Posted by --oo00o00oo-- on Wed, 15 Oct 2003 12:29:43 GMT
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still didnt work. i just figure out what im doing wrong!