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Subject: Nod change up...

Posted by [Anonymous](#) on Wed, 12 Feb 2003 10:29:00 GMT

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quote:Originally posted by DeafWasp:All I know how to do is model and texture things. Basically what was in cambodia is the limit of my knowlege. But I am learning.Okay, this method should allow you to replace the airstrip, but keep the same airtower and building controller. If that's what you want to do. I'm assuming you know how to place buildings in Gmax and building controllers in Level Edit. If you don't, you can probably find out in RenHelp.A Building controller recognizes a building by the prefix of its mesh names. In the case of the airstrip all the parts of the model are prefixed with mnatr (I think that's the correct prefix). This means the model of the airstrip is made up of parts with names like mnatr^001, mnatr^002, etc. The little ^ tells the building controller the mesh is on the exterior of the building. (# is for interior I believe)If you create (or modify) a model of a helipad and name all its parts to this naming convention. The Building Controller will think it is part of the Airstrip. Just be sure to keep the names under 15 characters. When you place the buildings on you map, place the Airtower and the new helipad, but leave out the Airstrip. The helipad should now work in its place. I haven't actually tried this myself, but from what I've learned of building models this is how you would do it.I hope all that makes sense.

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