
Subject: MCT Mesh

Posted by [Sanada78](#) on Sat, 11 Sep 2004 19:20:22 GMT

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I seem to have another problem with aggregates now. I thought I'd just post it here since it's related.

What happens is that when a building is destroyed, they don't switch frame. Basically, they stay in the same frame in whatever state the building is in. I don't know if this is a prefix/suffix problem since I tried a different name and it still didn't work. I used the original settings for the building ags (such as mgcon_ag_1) and simply "temped" it and inserted the new name for the preset and W3D file. I called it "R_MGCon_Ag_1", this didn't work and neither did "MGCon_Ag_1_R".

They appear in-game, just don't switch frame. I have to use different names otherwise they will conflict with other files.

EDIT: Oh, and they do animate in the W3D viewer.
