
Subject: Repair Pads

Posted by [General Havoc](#) on Fri, 16 May 2003 18:39:02 GMT

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Just rename the objects that make up the repair pad. The best thing to do is to make them as a seperate gmax file then merge them into your map. The meshes MUST be have the same prefix or it won't work in game with a building controller. By default "MN(text)^" for Nod and "MG(text)^" for GDI, noting that the "^" tells the game that the mesh is part of the buildings exterior. After you have named the meshes with the correct prefixes save the file as something like "mnrepair.gmax" and the other one as "mgrepair.gmax" then use the "merge" function of RenX to get the buildings onto the map. When in commando check that you have set the prefix settings on the controllers to get them to work.

_General Havoc
