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Subject: Double Buildings... i'm a n00b!

Posted by [R315r4z0r](#) on Wed, 18 Jul 2007 22:18:58 GMT

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I want to make a map with double buildings (2 AGTs/Obs/Silos)

I got the buildings on the map, and changed the prefixes to be unique. And it all exported to Lvledit nicely. Now the silos work nicely, because they don't have interiors... but as for the second AGT and Obelisk there are no interiors.

I made sure that all I did to the prefixes was replace one letter. Like the original prefix for the AGT was "mgagd" I changed it to "mgagt" and I changed the Obelisk from "mnobl" to "mnobk"

I changed all parts, but now they don't have any interiors. I figure it is a problem with visx~ or vis~ but I wasn't sure because in order for building controllers to recognize them as their own building, they need to be unique.. this is where I am confused..

What do I do to make 2 of the same buildings?

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