
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 04:27:36 GMT

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What do you mean "an object" Do you mean an object you added in from Renx or made in Level Editor?

(I really hope you mean Level Editor.. or else I would need to remove those new buildings I added)

Hmm, hey, does making 2 of the same type of building controller cause that problem?

The Duel defenses were having a bit of a problem, so I deleted them and started from scratch, this time both have the same building prefixes, but are grouped separately.

So since they have the same prefixes, I needed to use the same building controller. Do I have to temp it and make the same prefix just on another controller? (Basically a Parent and Child preset that do the exact same thing)

Also, just a note, that I DID temp new the aggregate presets to get the buildings working... so that isn't the problem.
