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Subject: Help with proxies

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 17:36:32 GMT

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My map has 2 AGTs and 2 Obelisks. But due to some complications, I needed to redo them many times.

Now it is at a point where I needed to replace all the original prefix names.

The buildings work fine, I got them to work in game. They show up, they can be targeted when I aim at them, but the problem is when I walk inside, the interiors aren't targetable.

They aren't apart of the structure. For example, I can aim at the wall on the outside of the AGT, and it would say "Advanced Guard Tower" But when I walk inside the structure, the only thing I can target are the PTs. The interior walls and the MCT aren't appart of the structure, so when I point my gun at them, nothings comes up. It is like I am aiming at nothing.

I figure it is because since I changed the prefixes of the exterior parts of the building, and for the building controllers, the proxies weren't changed, and are still using the original prefix (mgagd).

My question is, how do I change it so that the proxies use the correct prefixes so I can get them working in game?

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