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Subject: Re: Help with proxies

Posted by [Cpo64](#) on Tue, 21 Aug 2007 00:03:09 GMT

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The prefix exists to let the game know what building control the mesh belongs too. The reason the interior is not selectable is because it still has the original mesh prefix.

The easiest way would be to replace the the mct in the secondary defence with one that has the proper prefix. This of course leave the rest of the building untargetable, however it will give the players something to mine/repair.

Or, you could go into the buildings supplied by WS and export your own interior, this wouldn't have the fancy lighting effects tho.

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