
Subject: Ok, question.

Posted by [R315r4z0r](#) on Thu, 23 Aug 2007 05:00:56 GMT

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Ok, I'm going to stop beating around the bush. I been asking little things that I needed to know once in a while, trying to get this to work by myself.

But all that is doing is basically nothing.

Bottom line: How do I make a duplicate of a building. (Like 2 AGTs /2 Obs) on a map?

I've had my own little theories I been trying, but they all ended in failure. My last one came close, but the interiors don't work correctly.

What I did just now to check what I should do, was I used XCC and imported a W3D of a map that has multiple AGTs/Obs. And you know what I found? Well my sole idea that in order to have multiple buildings, the dubs need different prefixes in their mesh names. Well in the map that I looked at, all the AGT's had the same prefixes in their name, they just had an "a" or something at the end to make them different.

So this is why I am now COMPLETELY and UTTERLY stumped on how to accomplish this. I have come to a point where I need someone who knows how to do it, and has done it, to explain it to me.

If someone could, I would REALLY appreciate it!

EDIT: You know, I never thought to do this... I don't know why. I checked Renhelp (lol) and in the FAQ section, it briefly describes how to do this. In fact, this is what it says:

www.renhelp.net You need to rename ALL the meshes in the second building to include a different character. Such as obl_box1 instead of obl_box (Nod Obelisk) then, you need to do the same to the interiors, or else you will get all kinds of name collisions from the interiors, then you need to clone the building controller and add the new prefix that you edited to.

Now that confuses me even more. It says to change the names just by adding something to the end. But then it goes on to say to make sure to change the prefixes in the building controller...

Am I just too dense to not see how easy it is? Or whats up?!
