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Subject: Re: Ok, question.

Posted by [Zion](#) on Thu, 23 Aug 2007 12:17:55 GMT

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\*A prefix always ends in ^ or ~. This is the last symbol you put into the prefix name of the building controller. You DO NOT put any other characters after this symbol as it will think it's part of the prefix and will ONLY work for mesh with that prefix.\*

If you get stuck, take a look at a working building controllers prefix name.

If you are still stuck i am willing to help once i install RPT2. I will inform you of that time.

\* I need to research that part, it's been a while since i exported buildings.

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