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Subject: Re: Ok, question.

Posted by [R315r4z0r](#) on Thu, 23 Aug 2007 18:10:15 GMT

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Yes I know, which is why I am confused...

Ok, it seems I am not good at explaining my problem, people keep getting the wrong ideas. So I will use images!

Here: This is the first mesh in the first AGT. This is what I did, what I THOUGHT was I had to do.

I went through, and renamed all the meshes with a different prefix(Not just the one in the shot). The original prefix was "mgagd" but do to some problems it caused with misplaced guns on the side, I needed to re-export it with the new prefix of "mgagr"

Now this is my SECOND AGT:

I originally thought that I needed a DIFFERENT prefix for the building to be separate from the other AGT (According to the controller). SO What I did was I gave all, not just the one shown, the meshes new prefixes. In this example, I used "mgagw"

When I exported, there were no name collisions.

If this where how it actually works, then I wouldn't be here so confused:

The option I boxed in is the ONLY option that tells a building controller what to look for. And as you can see in the preset tree, I have temped it 2 times. One for mgagr and the other for mgagw. (The original is still mgagd).

I temped those, and made them, then stuck them on the buildings. Exported it to renegade, and the building works FINE! But I can't target the interior.

So thinking I screwed up in Renx somewhere, I decided to import another map (Not my own) which used multiple AGTs/Obs and have been played countless times online (Deleted the mesh to stay out of trouble with creator). Here are a few screen shots that I found to my surprise:

The first one is normal. It is the simple normal first AGT, nothing special added to it. Has the normal default prefix of "mgagd"

But ready? This is what throws me through a loop:

The prefix to this structure is EXACTLY THE SAME as the first agt! The only difference in the mesh name is that there is an "a" added to the end of it!

Now, knowing that, look back up at the screen shot from level editor. There is only that one option to change the building controller to find different meshes. And that is to label the different mesh prefix. And since the maps that I looked at in Renx DO WORK in renegade... and didn't use separate prefixes for the buildings... HOW DID THEY GET IT TO WORK?

Do you guys understand why I am so confused? I'll break it down.

(First I want to say I deleted the mesh from the imported map, to avoid trouble)

I have played that map online MANY times. It has functioning duel AGTs! No aiming problems or anything.

In Renx, it shows that they both use the EXACT SAME mesh prefix.

How can I change a building controller to look for a unique prefix if they are BOTH THE SAME?

The buildings STILL WORK! What is going on?!

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