
Subject: Getting buildings to work.

Posted by [pulverizer](#) on Tue, 04 Nov 2003 20:40:32 GMT

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Quote:I told you about this before on MSN but you may not have remembered.

For every exterior mesh you need to name them "NAME^PART" where 'name' is a prefix for your building like "USBAR" and 'part' is the mesh name such as "fence01" but remember not to exceed the 17 character limit in your naming.

For every interior mesh it is the same but you call them "NAME#PART" where 'name' and 'part' are the same as before.

You cannot just group the meshes and call them the one name, they need to all be separately named. Also 'name' must be the same for each part or it won't work properly.

thanks again general havoc

Quote:Using the ASIGN NODE NAMES tool in W3D-Settings dialog.
I also working on a tutorial for this part.

assign node names tool? ehh? what's that?
