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Subject: Getting buildings to work.

Posted by [General Havoc](#) on Tue, 04 Nov 2003 21:28:05 GMT

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The assign node names tool is the tool you can use to do what I said. Basically you can select all of the exterior meshes then use the tool to assign a prefix for the mesh then a name that auto-increments for every object. For Example:

Cone01  
Cone02  
Plane01  
Fence01  
FlagUSA  
Wall001  
DirtPath

Say those were my exterior meshes, I select them and click the "AssignNode Names" tool and input a prefix like "USB" then for the name I could input AR^EXT then the tools would name all the meshes like:

USBAR^EXT01  
USBAR^EXT02  
USBAR^EXT03  
USBAR^EXT04  
USBAR^EXT05  
And so on...

Doing this saves loads of time then if you did it manually. The tool is pretty easy to use just by looking at it.

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