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Subject: Buildings Reconized by renegade

Posted by [General Havoc](#) on Wed, 25 Feb 2004 19:05:33 GMT

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To cut a very long story short and avoid all of my things I would say about doing this, you need to read some tutorial, but it basically involves naming the meshes for the interior and ones for the exterior using a prefix. For example "MNPWG^Roof" where NMPWR is the prefix and "^" is the type indicator, for interior meshes you use "#" such as "MNPWR#Ceiling" with that done, you export to Leveledit as terrain and then modify a building controller to use the prefix you chose.

Note: You cannot use the same prefix for both teams or you will have a "clone" of your building in the game and will cause problems. Westwood used "MN" for Nod and "MG" for GDI, followed by a short name, such as "PWR" for power plant, do not exceed more than 17 characters in naming the whole mesh, the prefix should remain short.

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