
Subject: Temping Building Controllers
Posted by [Halo38](#) on Wed, 24 Aug 2005 14:55:44 GMT
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Hi all,

Trying to get this infantry only version of Ancients done and dusted but i'm having problems temping building controllers

So at the moment I have two 'shrines' that will work like buildings destroying them ends the game.

The shrines are in the terrain mesh of the map

They have prefixes of MGBAR and MNHND to replicate the prefixes of the BAR and HON

When i add the building controllers in level edit and export they work fine but as they function like the exterior of a structure they are very difficult to destroy.

If I temp the HON and BAR building controllers and change the health etc.. the map crashes when loading.

I've tried to create new controllers in various ways and with different mesh prefixes but all have resulted in the map crashing when loading, crashing when being destroyed, not ending the game when the buildings are destroyed, or not recognising the mesh and 'labeling' it a building.

In the map Haunted2 JP seems to have got them working as you can destroy the mini structures alot easier

Any one got any idea of how to do this or a way round it??

Cheers

Subject: Re: Temping Building Controllers
Posted by [Halo38](#) on Wed, 24 Aug 2005 23:12:08 GMT
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NM, I got them working might make a small tut on how to do this if any one is interested
