
Subject: Help with proxies

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 17:36:32 GMT

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My map has 2 AGTs and 2 Obelisks. But due to some complications, I needed to redo them many times.

Now it is at a point where I needed to replace all the original prefix names.

The buildings work fine, I got them to work in game. They show up, they can be targeted when I aim at them, but the problem is when I walk inside, the interiors aren't targetable.

They aren't apart of the structure. For example, I can aim at the wall on the outside of the AGT, and it would say "Advanced Guard Tower" But when I walk inside the structure, the only thing I can target are the PTs. The interior walls and the MCT aren't appart of the structure, so when I point my gun at them, nothings comes up. It is like I am aiming at nothing.

I figure it is because since I changed the prefixes of the exterior parts of the building, and for the building controllers, the proxies weren't changed, and are still using the original prefix (mgagd).

My question is, how do I change it so that the proxies use the correct prefixes so I can get them working in game?

Subject: Re: Help with proxies

Posted by [Zion](#) on Mon, 20 Aug 2007 23:25:44 GMT

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You will need to re-export the whole building in order to get it operational again. Changing the prefixes on buildings in not good thing to do if you don't know what they're for.

You need the source to the buildings in question, and will require the re-exportation of the building process. This includes making a new building controller since it looks for the prefix in question.

If you changed the exterior prefixes and changed the building controller prefix accordingly this is why you can't select the interior of your building. Either change them back to the originals or re-export the whole thing.

PS: This is nothing to do with the proxies, aslong as everything for the building is displayed. This is due to the fact that you changed the node name prefixes of the building.

Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Mon, 20 Aug 2007 23:45:07 GMT

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I can't do that. If I change them back to the way they where, then it would screw up the map again.

There are duel base defenses. If I just kept them both with the same prefixes, then everything will start acting retarded again, and I just fixed that from the last time I did that.

What if I just didn't use interior proxies? And got a model that had the interior already set up?

Subject: Re: Help with proxies

Posted by [Cpo64](#) on Tue, 21 Aug 2007 00:03:09 GMT

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The prefix exists to let the game know what building control the mesh belongs too. The reason the interior is not selectable is because it still has the original mesh prefix.

The easiest way would be to replace the the mct in the secondary defence with one that has the proper prefix. This of course leave the rest of the building untargetable, however it will give the players something to mine/repair.

Or, you could go into the buildings supplied by WS and export your own interior, this wouldn't have the fancy lighting effects tho.

Subject: Re: Help with proxies

Posted by [Titan1x77](#) on Tue, 21 Aug 2007 00:12:57 GMT

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just export the.gmax for the interior and Temp the old one wth a new prefix for all meshes

example mg_ag2.w3d and all meshes have ag2 instead of agd

then set up the temp for the proxy to hit ag2

this is only needed if you have them close together, other problems you run into doing it the old way is that the lightmaps are cloned too...i just re-did this for my latest map, only takes a few mins

or do a hex edit of the interior file and find and replace all mg_agd with mg_ag2

Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Tue, 21 Aug 2007 00:45:17 GMT

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Yes, thanks guys, I already know how the prefixes work.. or else I wouldn't of gotten as far as I did already.

But yes, thanks Titan, I will do that.

Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Wed, 22 Aug 2007 01:49:47 GMT

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Wait a second, I just got time to do what you said to do, but thinking about it confused me.

Are you saying to export the building with the new prefixes, then temp the presets in level edit to have the new prefixes?

If that is what you mean, than I already did that. Because look at it this way, if I DIDN'T already do it, I wouldn't even be seeing the insides of the building. This is why I am so confused. I already gave the presets the new prefix names, but they still aren't targetable in game.

Subject: Re: Help with proxies

Posted by [Zion](#) on Wed, 22 Aug 2007 12:33:06 GMT

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If the prefixes are screwing with your map (i don't see how) you need to re-export the whole building again.

That is the whole building, not just the exterior. The interior, PCT's and MCT will need exporting as well and you will need to fix the proxies for the exterior mesh.

Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Wed, 22 Aug 2007 15:22:49 GMT

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I Thought it was the proxies, but it wasn't because I examined it and what I thought was wrong was really correct.

And I have tried re-exporting the entire building over and over again. I am really stumped with this one.

Subject: Re: Help with proxies

Posted by [R315r4z0r](#) on Wed, 22 Aug 2007 17:15:17 GMT

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Here, just in case I am not being clear enough with my problem, here are some visuals!
Buildings in gmax:

Notice he new prefixes.

EDIT: Damn, it is too small to see <_<

Well anyway, it shows the prefixes as "mgagw" and "mgagr"

Level Edit presets 1:

Presets 2:

See how they match up with the prefixes that I made in gmax.

Video of what happens in Renegade. (Sorry the video desynced, the video sped up, but the audio remained the same.. don't know why)

Notice how I can target the outside of the AGTs but not the insides, or the MCT. (Also, I just realized there wasn't a PT in that spot.. lol)
