
Subject: help plz with renegade buildings and level edit
Posted by [Distrbd21](#) on Fri, 11 Mar 2011 04:15:39 GMT

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I'm trying to make a mini map for the game, But there is one problem that I'm having and I've seen it done before by an old friend he just don't play ren anymore and hasn't been on for ages. anyway I'm trying to make a barrel become a building. so far i have put the barrel on the map and put the building controller on it but it don't work.

So how can i turn that barrel into a building?
i have been trying a lot of stuff to get it to work i will list them now.

1. put a barrel on the map and put the building controller on it.
 2. tried to put the nod mct on the barrels and put the building controller on that.
 3. tried making it a veh still not working.
-

Subject: Re: help plz with renegade buildings and level edit
Posted by [my486CPU](#) on Fri, 11 Mar 2011 05:50:49 GMT

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MeshPrefix...

You have to temp the building controller and give it the same MeshPrefix as your object...

That will make it a building, as far as the rest you need to do some reading in the tutorials.

Subject: Re: help plz with renegade buildings and level edit
Posted by [Distrbd21](#) on Fri, 11 Mar 2011 06:10:10 GMT

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my486CPU wrote on Thu, 10 March 2011 23:50MeshPrefix...

You have to temp the building controller and give it the same MeshPrefix as your object...

That will make it a building, as far as the rest you need to do some reading in the tutorials.

the problem with that is the barrel does not have a MeshPrefix in the settings and the building does?

to let you know what i am doing before i confused everyone here.

I'm taking a barrel from the objects in LE and trying to make it into a building I'm not modeling anything.

Subject: Re: help plz with renegade buildings and level edit

Posted by [my486CPU](#) on Fri, 11 Mar 2011 06:34:44 GMT

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Distrbd21 wrote on Fri, 11 March 2011 01:10my486CPU wrote on Thu, 10 March 2011 23:50MeshPrefix...

You have to temp the building controller and give it the same MeshPrefix as your object...

That will make it a building, as far as the rest you need to do some reading in the tutorials.

the problem with that is the barrel does not have a MeshPrefix in the settings and the building does?

Then just make a barrel in gmax.

Again, you need to read through the tutorials (if they r still around).

Subject: Re: help plz with renegade buildings and level edit

Posted by [Distrbd21](#) on Fri, 11 Mar 2011 07:06:33 GMT

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some are some are not.

Anyway i figer out away so i don't have to use renx cause i don't wana install gmax lol anyway. i got something working ingame i have the bar mct working with the controller.

and i will make a tut on it on here if someone else want's to know how.

but I'm still testing it atm so i will get back to you for helping me to let you know how I'm doing on it
^^ ty for your help
