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Subject: Getting buildings to work.  
Posted by [pulverizer](#) on Mon, 03 Nov 2003 16:16:39 GMT  
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well I've been working on buildings for a while, and I want to make them working in-game. now, I don't really know how to call the meshes of a structure.  
I'm trying to make a barracks to work, so... how do I have to call the meshes? can someone help me with this?  
(p.s, sorry for spelling mistakes, english is my second language)

thanks

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Subject: Getting buildings to work.  
Posted by [General Havoc](#) on Mon, 03 Nov 2003 16:35:29 GMT  
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I told you about this before on MSN but you may not have remembered.

For every exterior mesh you need to name them "NAME^PART" where 'name' is a prefix for your building like "USBAR" and 'part' is the mesh name such as "fence01" but remember not to exceed the 17 character limit in your naming.

For every interior mesh it is the same but you call them "NAME#PART" where 'name' and 'part' are the same as before.

You cannot just group the meshes and call them the one name, they need to all be separately named. Also 'name' must be the same for each part or it won't work properly.

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Subject: Getting buildings to work.  
Posted by [laeubi](#) on Tue, 04 Nov 2003 08:44:31 GMT  
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Using the ASIGN NODE NAMES tool in W3D-Settings dialog.  
I also working on a tutorial for this part.

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Subject: Getting buildings to work.  
Posted by [pulverizer](#) on Tue, 04 Nov 2003 20:40:32 GMT  
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Quote:I told you about this before on MSN but you may not have remembered.

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You cannot just group the meshes and call them the one name, they need to all be separately named. Also 'name' must be the same for each part or it won't work properly.

thanks again general havoc

Quote:Using the ASIGN NODE NAMES tool in W3D-Settings dialog.  
I also working on a tutorial for this part.

assign node names tool? ehh? what's that?

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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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Subject: Getting buildings to work.  
Posted by [Cpo64](#) on Tue, 04 Nov 2003 21:39:35 GMT  
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You mean there is a way of doing this automaticly when I have spent all that time doing it by hand?!?! :nervous:

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Subject: Getting buildings to work.  
Posted by [laeubi](#) on Wed, 05 Nov 2003 10:18:12 GMT  
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Cpo64You mean there is a way of doing this automaticly when I have spent all that time doing it by hand?!?! :nervous:  
Exactly Sir!

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Subject: Getting buildings to work.  
Posted by [pulverizer](#) on Wed, 05 Nov 2003 15:38:36 GMT  
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that can be usefull

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