Subject: MCT prefix - "making things blow up faster!"
Posted by nastym4n on Mon, 17 Nov 2003 16:04:54 GMT
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I have continued to make my own structures. I still have no problems doing this, I can export and build interior and exterior meshes, and rene picks them up fine.

However, in order to make it worth hitting the inside of buildings I need to get the MCT to work properly.

Take the GDI pp as the example:

I have named all the interior meshes (including the MCT) mgpwr#. Renegade is detecting these as interior meshes fine, but is counting the MCT as building interior.

What do I need to change to produce an operational MCT?

Subject: MCT prefix - "making things blow up faster!"
Posted by laeubi on Mon, 17 Nov 2003 20:12:23 GMT
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make your MCT a seperate Model and activate on the Leveleditor at the interior setting the option: [x] isMCT

Subject: MCT prefix - "making things blow up faster!"
Posted by Deafwasp on Mon, 17 Nov 2003 21:35:41 GMT
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well when you include the mct as just a part of the interior - the game will treat it as a part of the interior :rolleyes: ....

Subject: MCT prefix - "making things blow up faster!"
Posted by General Havoc on Mon, 17 Nov 2003 23:18:52 GMT
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That's why we use proxy bones You can proxy in nearly anything, even building controllers, PCT's, trees, doors, rocks, other buildigs, spawners, any preset you want with the exception of settings.