
Subject: Buildings Reconized by renegade
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 15:52:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

when i make any kind of building, hen i put it in renegade, how do you get it to show the name of it?

like when you look at GDI barracks, it says Barracks on it.

anyhelp?

Subject: Buildings Reconized by renegade
Posted by [IRON FART](#) on Wed, 25 Feb 2004 06:04:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sink lower the building controller of the BArracks for example into the structure itself in Level Editor. <http://www.renhelp.co.uk> find a map tut and it will explain better.

Subject: Buildings Reconized by renegade
Posted by [Titan1x77](#) on Wed, 25 Feb 2004 06:20:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

That involves Strings.tdb...Talk to ACK

Subject: Buildings Reconized by renegade
Posted by [Aircraftkiller](#) on Wed, 25 Feb 2004 06:47:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

He's asking how the structures are recognized, as in "point at the building and it has a targeting bracket."

That involves placing the respective building controller in the preset list for the structure you want to use. It has to be on, or near, the structure in question for Renegade to realize what it is and apply damages/animations accordingly.

Subject: Buildings Reconized by renegade
Posted by [Blazer](#) on Wed, 25 Feb 2004 18:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

IRON-FARTSink lower the building controller of the BArracks for example into the structure itself

in Level Editor.

Hmm didn't Dante just point out in his tutorial that building controllers don't actually have to be stuck into the mesh of the building?

Subject: Buildings Reconized by renegade

Posted by [General Havoc](#) on Wed, 25 Feb 2004 19:05:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

To cut a very long story short and avoid all of my things I would say about doing this, you need to read some tutorial, but it basically involves naming the meshes for the interior and ones for the exterior using a prefix. For example "MNPWG^Roof" where NMPWR is the prefix and "^" is the type indicator, for interior meshes you use "#" such as "MNPWR#Ceiling" with that done, you export to Leveledit as terrain and then modify a building controller to use the prefix you chose.

Note: You cannot use the same prefix for both teams or you will have a "clone" of your building in the game and will cause problems. Westwood used "MN" for Nod and "MG" for GDI, followed by a short name, such as "PWR" for power plant, do not exceed more than 17 characters in naming the whole mesh, the prefix should remain short.
