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Subject: Re: Ok, question.

Posted by [R315r4z0r](#) on Thu, 23 Aug 2007 08:31:59 GMT

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I understand the renaming the building parts. Everything in Renx is easy to do.. I can get it done in like 10 seconds.

But the building controller confuses me because it says to rename the prefix.

The examples I looked at and Renhelp showed that the building prefix names were not changed, only added on to the end, for example:

For the mesh "mgagd^000", changing the prefix would mean making it "mgag2^000" If this was the case, I could work with it easy, because the building controllers only ask for a mesh prefix (In which case I would substitute mgagd, with mgag2)

But you see, in the example maps I looked at, the duplicate building meshes had the SAME prefixes. One would be "mgagd^000" and the duplicate was "mgagd^000a" Adding that "a" doesn't change the prefix, it only avoids name errors when exporting, and therefore what do I change in the building controller so that it recognizes it to be its own building?

To put it simply, how is it that I am not supposed to change the prefixes, but then later on change the building controller to look for the prefixes I changed??? It doesn't make sense!

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