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Subject: Multiple Buildings

Posted by [Gamer9013](#) on Wed, 01 Apr 2009 00:57:53 GMT

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Alright, I'm working on this project that I think everyone will like.

But, to do it, I am going to need to make multiples of a few buildings.

I'm wondering how I can actually do that, because in Gmax, when I make multiples of a building, I have to rename all of them. I'm still scared, though, that it won't work. The reason I think that it won't is because of buildings like the construction yard. The hook is separate, but it's read as a part of the Con yard.

I'm almost certain that if I do something like that (IE: with tiberium refineries) it will do damage to both buildings at once, reading it as one tiberium refinery.

Does anyone have advice that would prevent that from happening? If it even happens at all?

Sorry if this is a nub question, I've never actually had to deal with a situation like this before.

Oh, and it's just going to be a downloadable map.

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