renalpha wrote on Wed, 01 April 2009 06:34if you dont really know how to do this, dont waste your time doing this.

The thing you have to do is rename every single mesh of the duplicate, then tell the controller that the mesh has this new name.

I'm trying to learn how though. Trying to be unique. Pretty big project for the first map that I'm actually planning to finish. =X Thanks for the info though.

Gen_Blacky wrote on Wed, 01 April 2009 12:31Look how deathlink made duplicate buildings.

http://deathlink.ut-ccr.de/buildings/DoubleBuildings.zip

Thats interesting, do you know if they were linked together in-game? Seems that the exterior textures have the same prefix. (IE: Identical pieces named mgagd^021 and mgagd^011)