Subject: Re: help plz with renegade buildings and level edit
Posted by Distrbd21 on Fri, 11 Mar 2011 06:10:10 GMT

my486CPU wrote on Thu, 10 March 2011 23:50MeshPrefix...

You have to temp the building controller and give it the same MeshPrefix as your object...

That will make it a building, as far as the rest you need to do some reading in the tutorials.

the problem with that is the barrel does not have a MeshPrefix in the settings and the building does?

to let you know what i am doing before i confused everyone here.

I'm taking a barrel from the objects in LE and trying to make it into a building I'm not modeling anything.