

---

Subject: Re: help plz with renegade buildings and level edit

Posted by [my486CPU](#) on Fri, 11 Mar 2011 06:34:44 GMT

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

---

Distrbd21 wrote on Fri, 11 March 2011 01:10my486CPU 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?

Then just make a barrel in gmax.

Again, you need to read through the tutorials (if they r still around).

---